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OFFICIAL UK

ISSUE 55

PlayStation Magazine

RESIDENT EVIL 3 NEMESIS

IT'S THRILLS, CHILLS AND JILL BAIT IN OUR TERROR-IFIC EXCLUSIVE REVIEW!

IN COLD BLOOD

Pssst... Want the inside scoop on the next Metal Gear? We unmask Sony's top secret project!

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PlayStation2 overdose!

Shiny new shots of Tekken Tag, GT2000, Ridge Racer V, ISS 2000 and too many more!



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RESIDENT EVIL 3: NEMESIS

GRAN TURISMO 2

ISS PRO EVOLUTION

F1 WORLD GRAND PRIX

TRICK 'N' SNOWBOARDER

HELLNIGHT

OVERBLOOD 2

RISING ZAN: SAMURAI

NHL FACE OFF 2000

MARY KING'S RIDING STAR

ACE COMBAT 3: ELECTROSHERE

SHADOW MADNESS

INTERNATIONAL TRACK AND FIELD 2

SUPERCROSS 2000

JURASSIC PARK: WARPATH

VIGILANTE 8: 2ND OFFENCE

REEL FISHING

ARMY MEN: AIR ATTACK

TRIPLE HIT BASEBALL

NBA SHOWTIME

AND MORE!

GRAN TURISMO 2 REVIEWED!

We get under the bonnet of the ace racer. Huge review!

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QUAKE II - FULL GUIDE ■ DUKE FOR PS2 ■ FIRST UNREAL SHOTS!
SPIDER-MAN ■ THEME PARK WORLD ■ PREMIER MANAGER 2000
DUKES OF HAZZARD ■ GTA2 - ALL CITIES MAPPED ■ F1 2000 INFO

Jaguar XKE

155 mph

airborne

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It's a Corvette Stingray in Rome. It's a Chevy Camaro Z28 with sports intercooler.
It's a Subaru Impreza rallying on the Tahiti beach. It's 28 tracks.

It's over 580 (count 'em) of the world's finest motors at your oil-soaked fingertips.

It's hearing with so much horsepower we needed two discs.

It's GT2. It's heaven.

And it's here.

△○×□

www.playstation.co.uk/GT2



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OFFICIAL UK PlayStation Magazine

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Is this the end of the road for Colin McRae?

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In Cold Blood

Special Agent *PSM* exposes Revolution's spying game

page 042

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Speedball 2100

In a hundred years time, all sports games will be made this way

Rally Championship

Forget the beach tracks of Greece, this game brings you the grittiest in realism. Hello Wales...

World Championship Snooker

You've got to have balls to make a snooker game. 22 balls in fact.

Colony Wars: Red Sun

In space, no-one can hear you cream wave after wave of alien ships

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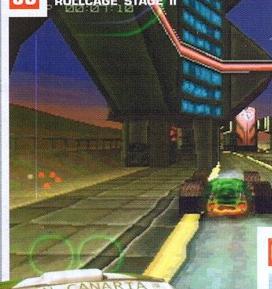
Theme Park World

Ready for the ride of your life? You have to design and build it first...

The Dukes Of Hazzard

Just the good old boys. Never meaning no harm. Beats all you ever saw. Probably

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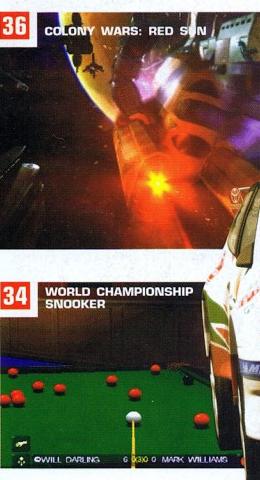
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"Many of today's mini-games were considered to be state-of-the-art"

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Page 88 of PlayStation Magazine is the official fast-moving magazine. It's the only weekly which can afford to publish the PlayStation catalog. It's the only magazine to offer the most comprehensive coverage of the PlayStation 2 and its games. It's the only magazine to offer the most comprehensive coverage of the PlayStation 2 and its games. It's the only magazine to offer the most comprehensive coverage of the PlayStation 2 and its games.

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page 088

Resident Evil 3: Nemesis

All your pants and your boots with our massive exclusive review

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And get 12 issues for the price of \$1!
Turn to page 142 NOW!



PlayStation.

On The CD

Spin our wheel of fortune in your console and get busy with the bestest PlayStation games around.

REVIEWS

Resident Evil 3: Nemesis

Ice coldly gaudy. Oh yes

Gran Turismo 2

Kicks a fond farewell to your social life

ISS Pro Evolution

Korean nuttage the scouse FIFA 2000 for a clear run on gas

F1 World Grand Prix

24.160mph you won't know which way to turn

Trick'N Snowboarder

Sayon snowboarder! See celebrities hidden in

Space Debris

Protect the solar system against alien aggressions. Hey, what a crazy idea

Hellnight

Corporations, assassins, obnoxious monsters... it's Doctor Who - The Game (sorta)

NBA Showtime

Mavericks series up more basket cases - but hold the Jem

Ace Combat 3

Is it a bird? Is it a plane? Not this is a PlayStation flight sim. Take cover

Supercross 2000

Super cross? We're bleeding red with this load of old gags

Overblood 2

How do you follow Final Fantasy VII? By importing some of that manga vita

Rising Zan: The Samurai Gunman

Far East meets Asia West in a mystic blend of sleek ten-up/whiz-kidz down

NHL Face Off 2000

Every bodched goal in the new cat's ear. Jolly holiday sticks the left

Mary King's Riding Star

Leather boots? Whips? Sounds good

International Track & Field 2

On your marks. Get set. Get Diesel-busting gamesplay makes a welcome return

Railroad Tycoon II

You may be a megamaniac, but can you make the trains run on time?

Warpath: Jurassic Park

One cruel blow too many for our prehistoric pals

Shadow Madness

Rise up Rose up! Rose the wraiths with a party rock 'n' roll

Vigilante 8: 2nd Offence

Cars vs guns. Sounds like a winner for sure...

Midway Arcade Party Pack

Don't look back in anger! Midway plunder the past

Worms Pinball /

Baseball 2000

A cracking selection of games featuring Britain's favorite pastime... Want be found on the page

Army Men: Air Attack

Lose the smell of burning plastic in the morning? Then set light to this

The Next Tetris / Pong

Be there, or be somewhere else

Pro Pinball:

Fantastic Journey

Bumper bumper, bumper tip, reviewer deeply

Caesar's Palace /

Master Of Monsters

Gerriting and creature breeding grace this clash of the Titans

Space Invaders /

Reef Fishing

Abandon all hope, ye who enter here

My Development Hell

The second diary of gaminous game guru, Nick Ellis

REGULARS

A Glimpse Of The Future

Our regular sneak peek into the PlayStation future. This issue PS2 games - exclusive screenshots

Feedback

Your news and views, fears and frustrations. Write us now!

Loading

The PSM date glutons throw up the world's newest news offal

Top Secret

16 pages of topsecret action. Quake II, Grand Theft Auto 2 and loads more

MediaReviews

The latest and greatest releases for CD, DVD, Net and more

MediaInterview

PSM hole notes with Long Blod

Booty

We PlayStation critics beyond your dreams for the price of a dream

University Challenge

Students take each other to task, but only on a PlayStation, Tch

Disc Contents

All the instructions for our exclusive cover disc

Database

Your one-stop shop for game reference with 1000 reviews from previous PSMs

Competitions

We Tim Westwood's desks as used on our tour and more!

My Development Hell

The second diary of gaminous game guru, Nick Ellis

MUSIC 2000

Mix it with the Cooperatives' Invasion. All your music

ACTION MAN: MISSION XTREME

The world is in grave danger. Only a man... a super hero... a wise voice... legs that bend 200°... a sense of humour... and hands that can't quite hold his gun... probably can save the day now

F1 '99

The very latest model based on Formula 1 racing. Take it for a spin around Silverstone

ACE COMBAT 3

Fly a supersonic jet and blow up everything you see... animal, vegetable or mineral. Go on go

EAGLE ONE: HARRIER ATTACK

Like double decker buses, biplanes, planes, and even the right size car for months, then you just go... yeah. There's only one way to find out which is better

COLONY WARS: RED SUN

The long-awaited follow up to Psycholeap's space shooter

MICRO MANIACS

The little people are out at their wits end this week. See how they run

TEAM BUDDIES

Imagine Winnie needs Ross. Or Andrew. And it's a basket

GRAN TURISMO 2

Another chance to watch the F1 professionals who will tell you how to start off. No, long now

YUJ

Supplement your CDs with psychedelic video games

TURN TO
PAGE 143
NOW!

Video painter



A SNEAKY PEAK AT THE FUTURE'S MOVERS AND GROOVERS

PLAYSTATION2

- ④ Screenshot overload!
 - ④ Map overload!
 - ④ Coverage overload!
 - ④ Overlaid overload!

Before our PS2 coverage kicks off in full next issue, here are a few treats...

The pre-Xmas phone call went something like this...

"Evening, Official here. Can we have

"No, you can't – it'll stop people buying games for the original PlayStation. How about some shots of *Tinawaa Afraa Rehah Volume XII* instead, so the kids will see what to expect their HMV mothers to."

Obviously, our tenacity didn't stop there and we've brought you snags of the best PS2 games around. However, post-Xmas and it's a very different story. Cool new titles such as *An Cold Blood* are being announced to put those dubious Xmas multi-releases to shame while publishers are finally beginning to leak out details of their fall PS2 range. Yet, the game industry has seemingly woken up to the fact that gamers have the will to know what's coming and are beginning to act on it.

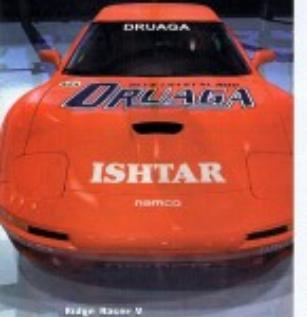
- the likes of *Gran Turismo 2* for PlayStation1, but also want to read about The Bouncer for PlayStation2. Yup, they can do both. Like, duh.

Enough bloating. The screenshots on this spread show just how far games such as *Tekken Tag*, *Deliverance* and *Ridge Racer V* have come in and with just a few weeks to go now until that 4 March launch, our coverage is set to go postal as of next issue. We can't wait and it's with this in mind, that we'd like to make an announcement or five:

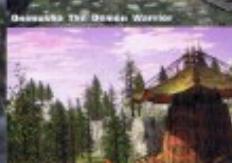
[Q] Despite what you read elsewhere, the ONLY UK magazine with a PlayStation2 BEFORE the Japanese launch will be Official UK PlayStation Magazine. Yes, we'll have it in early February. Brilliant.
[Q] Yes, we will be travelling over to Tokyo for the hands-on preview.

(iii) We'll also be giving you the chance to win your very own PlayStation2.

months before the UK release.
(iv) And before you ask, we're NOT stopping our coverage of the original console. Dennis for *Celica McRae Rally 2*, *Unreal* and *Driver 2?* Already in the bag.
(v) And finally yes, we are very BLOODY EXCITED indeed about next D... ■



A GLIMPSE OF THE FUTURE



BIG SIGNING-ON FEE, BIG CONTRACT, BIG CAR
BIG EGO, ALL WAS GOING WELL FOR RED'S
NEW FOREIGN STRIKER, ROBERTO FORTUNA.
NOW HE WAS AFTER A BIG BOOT DEAL....



ROBERTO'S BROTHERS, A COUPLE OF MERCENARY AGENTS, HAD
BLAGGED FREE TICKETS FOR THE GAME

WE COULD MILK THIS CLUB FOR ANOTHER
10 MILLION QUID
AND WE GET 15%!

EACH!

I LOST MY HOUSE, MY WIFE
AND MY CHILDREN, BUT I HAD
TO FINANCE MY SEASON
TICKET SOMEHOW!

MEANWHILE, IN THE
CORPORATE BOX ...



The businessmen are winning. You need to bring on a substitute.

Whatever football game you've got, replace it with
THIS IS FOOTBALL and make the beautiful game beautiful again.

△ X □

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FEEDBACK

SOMEONE DISCOVERS THEIR CONSCIENCE THIS MONTH, WHILE SOMEONE ELSE IS VERY CONFUSED INDEED. AND WE SET THE TONY HAWK'S HIGH SCORE.



EDITED BY

Dan Mayers, PlayStation magazine editor. Mail us your news and tips section. Mail us your queries and questions to: Feedback@psmonline.co.uk

Like asking, can I play Tomb Raider 4 on my XBOX? PS2 games will be as technologically superior to anything we've ever seen before that current PlayStation hardware won't be able to cope. It'll degrade, or something.

DIGITAL DISCS

I've been following with much interest all the gossip on PlayStation2, which I feel is all very exciting - the big players being backwards compatible and being able to play DVD's. Being a hearing impaired person I rely on subtitles when watching movies. As I understand it, many DVD discs and players have options that enable the user to access subtitles. Will the PS2 be able to access them?

Ben
London

PlayStation2 is a fully-functional DVD player as well as a game console. It therefore follows that any extra featured on a DVD movie will be accessible. Ergo PlayStation2 will give access to subtitles and you will thus be able to read and enjoy the Dostoevsky-esque dialogue that splatters such classics as Return To The Blue Lagoon and Java 3D. This is A Good Thing. ▶



MOVING FORWARDS

First off, I'd like to say congratulations on the new look PSM. I love it, and I think that it's a drastic improvement on the old one. But out with the old and in with the new - let's talk PlayStation2. The PS2 is, as we are all glad to know, backwards compatible. But will PlayStation be forwards compatible?

Hiki Boyle
e-mail

Which is kind of



MORALITY BITES

Whilst re-playing Biohazard, in System Shock, I hesitated before killing one of the targets that I had always shot straight away - the scientists. To my horror they went down as their knees, put their hands behind their heads and said "I'm unarmed - please don't kill me!" But you have to. It's terrible!

Now, if there's a huge tiger and the only question is which one of us is going to get out of the quarry alive, then there's no contest. And although it's not altogether a fair fight - my pistols against his teeth and claws - if he gets close enough, he'll do enough damage to kill me quicker than I can kill him. So sorry, tiger. Endangered or not, off you go to the great Safari Park in the sky.

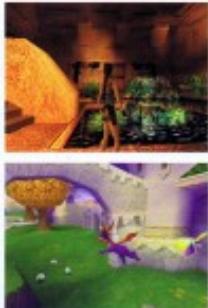
I do have a problem with killing the unarmed people, though, even if they're not real, and especially if they are begging to be saved. But the mission can't be completed without it. I hope I am not alone in feeling uncomfortable with this. This is the first game in which it has happened to me. Everything else that I have had to kill posed an immediate threat to me, and in some games (Tomb Raider, Resident Evil, Metal Gear) I get as much, if not more, satisfaction from successfully avoiding the animals/zombies/lego/guards etc from killing them.

Budicca
e-mail

A good point. At the moment, games tell us that characters are disposable, and that it's OK to shoot targets indiscriminately. This is an angle that the mainstream press seem determined to highlight as a root cause of corruption and violence in the youth of today. It's an old argument that's been levelled at every form of mass media this century. However, games are becoming more sophisticated, artificial intelligence is improving dramatically, so at some point developers will start trooping moral issues into their games. If a non-player character is capable of thinking a problem through, let's give them some freedom to make decisions and to change the outcome of a game for the player. Once that starts happening, the way we play games will change and become ever more complex. In your case, lack of choice was the problem. There's a scene in Medal Of Honour where you round a corner to discover a trio of soldiers sat smoking fags and having a chat about their wives and kids (probably). Here you've faced with a choice. Blow them up, or leave them be. You decide. Your choice. Kid's stuff! Pah.



To fire, or not to fire? That is the question. Whether 'tis nobler to shank the soldiers by surprise. Or leave 'em be...



LOOK, no tearing, no pop up, lovely textures, and all in game. *Huzzah!* *Buzzoff.* Ten out of ten. *Obviously*.

PUSH THE ENVELOPE

How do you justify awarding games like *Tomb Raider 4*, *Quake II* and *Spyro 2* ten out of ten for graphics when those at *FFVII* are far superior and push the machine to its considerable limits? Surely *FFVII* should be the benchmark,

Rica
e-mail

Interesting point, if somewhat misguided. Yes, the FMV sequences in *FFVII* are jaw-dropping examples of the pleasure of PlayStation artwork. But the in-game graphics aren't exactly mind-blowing. The maze games like *Quake II*, *Spyro 2* and *TF4* get high marks because they push at the limits of in-game graphics, cutting down all that you see up and tearing that was so prevalent at the birth of the console. Anyway at the time we received this mail *Spyro 2* and *Tomb Raider 4* weren't even on the shelves, so how do you know what they are like graphically? Hmmm.

HAVE A GO HEROES

My friend and I have been having a few fights over a particular point to do with *Final Fantasy VII* and *VIII*. Since you at PSM are like the Gods of PlayStation I thought you could stop us fighting. Presuming that Cloud is not oddly proportioned, who do you think would win a fight – Squall or Cloud?

George Hill
e-mail

Hmmm. A common theme in Feedback this and increasingly every month, the concept of who's the hardest in a game. Let's look at the contenders. Squall swinging his gauntlet must be at an instant advantage by virtue of the fact that his weapon is a gun. And a blade. Similarly swerved up, Cloud puts himself at a distinct disadvantage by having multiple personalities. The argument could rage all night. Cloud's deformed, Squall's got piggy eyes, Cloud's got stiff hair. Squall's a grumpy git... But everyone knows Lara could spank both of them with her arms tied behind her back.

TOP SKATERS

I can beat your score for Tony Hawk's. You stated that your best score is 38,000 pts. Check out my high score 59,033. That's not my limit either. My best is 79,666 but I haven't got that film developed yet.

Mr S Noble
Portsmouth



FEEDBACK EXTRA

NOTES PLUCKED FROM THE HESSIAN FOLDS OF POSTBAG-SAN

Cool Tie (Na, Really) leapt from the big pile of readers' rambles this month with the question, "Why is *Mac-Man* a 12-and-over game?"

Damn mate. Something to do with peeing pits? Meanwhile **Tim Ballantine** from New Chipping in With, "I am disgusted by the price of games today. The cheapest new game



The challenge is told, the gauntlet has been thrown down. Any takers?

Further to Mr Noble's effort, and a number of phone calls implying the PSM team are a bit blank, our best score is now 18,635,987. Come and have a go now. Blah-ha-ha-ha...

YAROZE DOES IT

I am writing to ask if black playStations are still available, and if so, where can you get them? When I bought my PlayStation I had heard about them, but I didn't know what they were until I borrowed *PSM42* from a friend. I am interested in programming, but using a ZX Spectrum gets boring.

Datt Rink
Leicester

Interest in the black, programmable PlayStation they call Yaroze has wound down in recent months. That said, calls into *PSM* Towers suggest you lot want the Yaroze games to return to our cover disc. Why have they dropped off? Because none have

been submitted of sufficient quality. The solution is obvious. Sorry still support Yaroze as their Website so order one from there for yet a second-hand one from such newsgroups as alt.games.yaroze.yarzone, get programming and give as your test efforts. Or, you'll need a PC too, and knowledge of C++ and Visual Basic. Solution? See *PSM42* for our full explanatory feature. ■

All letters are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and style. We cannot answer letters personally.

Write Us!

Write as here with your *Reality Bytes* stories, Reader's Charts, Booty entries and just about anything else. Also remember to check out our space site at www.paragon.co.uk. Our On-line newsletters on their way!

really confusing to use after I had got used to the other design. WHY!!!! EH! Calm down Jim, you'll do it yourself a mischief. Frighteningly **Simon Hayes** levelled a threat in the direction of Mr Kasami. "I'm writing to say how annoyed I am about all the release dates I'm getting for *ISS Pro Evolution*. I'm on the verge of suicide. I don't know if I will last until February." Sim, it's only a video game.... *Z Meyers, astroid - Ed?*

AFTER CENTURIES OF AGGRESSION, WE
ENTER THE NEW MILLENNIUM WITH
RENEWED HOPE. PEOPLE WILL REALISE
THAT ALL THE FIGHTING, ALL THE WARS,
ALL THE BATTLES SIMPLY LEAD TO LOSS,
POVERTY, SOLITUDE. SELF-AWARENESS
WILL KICK IN, ANGER WILL SUBSIDE,
VIOLENCE WILL BE SUPPRESSED, TEMPERERS
WILL BE SUBDUE AND THE WORLD WILL
FINALLY HAVE EVERLASTING

FOOTBALL



PlayStation.



LOADING

ALL THE NEWS
FROM THE WORLD
OF PLAYSTATION...

THIS MONTH...

UNREAL

World exclusive! The PC's coolest spacefarer is coming and we've got the photo album... page 014

OFFICIAL EXCLUSIVE!



Photography: Matthew Landwehr

THE KINGSLEY BROS

The developers behind Take 2's Rainbow Six talk past, present and PlayStation2 future... page 018



MOVIE MADNESS

Inside info on the latest Hollywood dealings, as Konami sign up The Mummy and others... page 022



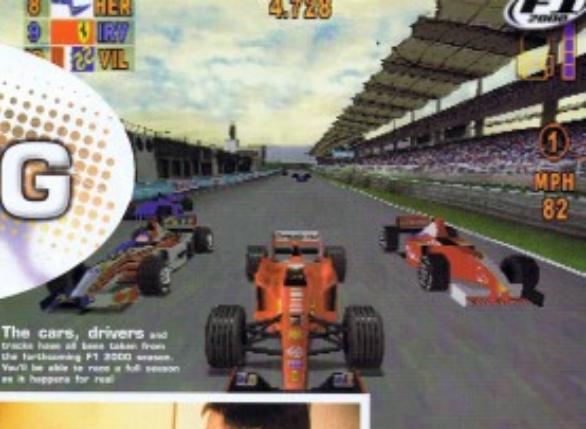
NURSE PAIN

Once more into casualty door, friends as Ms. Mandy gives her verdict on ver. Blitz... page 022



PLUS!

MORE ON THE PS2-BOUND JUKE NUKEM... EA'S CRICKET 2000... ORIENT EXPRESS AND THE WORLD OF NINJA X... UEFA CHAMPIONS LEAGUE 1999/2000... CHARTS...



The cars, drivers and tracks have all been taken from the forthcoming F1 2000 season. You'll be able to race a full season as it happens for real!



"You'll be able to play along with the new season as it unfolds"

WINNING FORMULA?

GRIDLOCK

EA ANNOUNCE A NEW OFFICIAL FORMULA 1 TITLE

There's a pit full of Formula 1 games set on the grid at the moment. The field includes entries from teams Sony, Eidos, Ubisoft and now Electronic Arts, who've given PSM a sly peek at their big hope for next season - F1 2000.

Producer Pete Smith is in the driving seat and he reckons that F1 2000 can become

Formula 1 what FFA is to Football - the most lavish take on the sport money can buy. Many of the features which EA believe will set F1 2000 apart are already in place. "There's still a lot of time to take it from single being a good Formula 1 game to the best PlayStation Formula 1 game, ever!" Pete assures us.

The timing of the late March release is critical. Why? Because it's the start of the Y2K Formula 1 season and this is the first and only racing game to feature the official drivers, cars, tracks and liveries from the new F1 season. For the first time, you'll be able to play along with the new season as it unfolds.

Although no mention of wheel-in-lid steering wheels was





The incredible AI means that even computer-controlled opponents may crash, or spin off the track.



inside, the jaguar team will certainly be included. The FIA licence has given EA access to all areas, including the new Indianapolis track which is still under construction. EA assure us they're being kept informed of any changes that take place and will be implementing as many of them as they can, to make the game as realistic as possible.

The features EA are most proud of, though, is their AI. Your opponents lock wheels on corners, blow out on straights and spin off the tracks. "Seeing cars spinning off corners in front of you makes you realise that the AI really is something special," says Pines. "We want to make F1 as exciting and involving as possible."

With Murray Walker and Martin Brundle tethered to Playnetica, EA decided to take a fresh approach to their presentation and commentary. "In

"EA reckon that *F1 2000* can become to Formula 1 what *FIFA* is to football!"

this game you're actually part of a Formula 1 team," explains Smith, "and your pit crew tell you all you need to know – for instance, when your car's over-heating or if you need to pit early."

Damage is lovingly rendered, with tyres flying through the air, cars shedding million-dollar bits of bodywork, all captured for your amusement on the Instant Replay Mode. In a departure from the Standard Replay Mode, you're able to pause the game at any time and replay the last ten seconds before continuing. In the

same vein, all of the usual front-end options will be accessible during the main game. Car set-ups can be tested, changed and re-tested without exiting and re-entering the game. If cars are complicated creatures, so EA are working hard to make the set-up screens as user-friendly as possible. For instance, the effects of your tinkering will become immediately apparent as you make them.

Behind the scenes, EA have gathered an impressive gang of

mechanics to create their V8 masterpiece. Smith namechecks the greats. "We've brought together the best people. Developers from Pygnosis and Visual Sciences, including Matt Bird the lead programmer on *F1*, who's giving a great deal of guidance." All are working under the watchful eye of Bruce McMillan, [i.e. F1A himself]. "Bruce is giving *F1 2000* a frightening amount of attention," shudders Smith. McMillan is a man well known for his attention to detail and commitment to re-creating every aspect of a sport. It'll be interesting to see if EA adopts an "if it's in the race, it's in the race" slogan for *F1 2000*.

With four F1 games to choose from, gamers will be spoilt for racing choice next season. CC ■

UNDER COVER

The latest rumours, whispers and cheeky mode. Not a word.

» Congratulations to Square who've just announced that *Final Fantasy VII* has sold over a million copies in the UK and six million copies worldwide. A Christmas rush might just have ensured it outsold *Final Fantasy VII*, which managed seven million. Just imagine how many extra hours gamers will log on instant play! PMSL and experts calculate the figure at around \$40 million. Or something like that...



» There's loads of *Yankai*. We get a Graffiti Yankai 2 soundtrack with Stooshees and The Cardigans. They get back and the Fox Fighters. By all accounts the soundtrack is a massive commercial success in the US, alongside a demo, posters and extra tracks not included in the game. The stand-alone launch of the soundtrack comes as no surprise, with a lineup featuring Link Crossbow, The Cardigans, Crystal Method, Steven Temple Pilots and Apollo 440. PMSL quizzed Sony about plans to release a corresponding compilation over here. Apparently there are none. Oh...



» A few more whacked-out Japanese games for sir? Get this: Kensei are rendering themselves to bring out *Dead Space*! Wait. See? You're taste in MySpace is getting a little... stimulating, right? Can't wait to get it up against. If you're round Tokyo way in April, try and pick up a copy of the live simulator *Dragon Model Night*, another treat from the guys behind *Super Robot Taisen Alpha* in its limited edition format. Full of stickers, posters and other super robot accessories, like wigs...



OFFICIAL
EXCLUSIVE!

Here they are! The world's first screens of the PlayStation version of *Unreal*. Yes, they are a bit sparse but this is way, way early...

ALIEN RESURRECTION

KEEPIN' IT (UN)REAL

UNREAL MAKES IT TO THE PLAYSTATION. AT LAST

GT Interactive are preparing to bring Epic's PC smash, *Unreal*, to the PlayStation. Brit-based developers Precedotylic at the helm and hoping to emulate the success enjoyed by Hammerhead when they brought *Quake II* to the console.

Unreal is set on a mysterious alien planet. You play a bounty hunter faced with the task of tracking down three AI machines that have crash-landed on the inhospitable little rock. Problems arise when you stumble across an army of vicious aliens, who have unpleasant (but imaginative) plans for both the hapless AI and you. Sounds like a challenge.

An inside source at Precedotylic spilt a few of the beans. "We've been working on this

title for 12 months now, though not everyone on the team was involved from the very start. We built the engine using the original PC engine's framework, but optimised it for space and speed. Right now, we've managed to fit about 45 completely new, good-sized levels,

characters and a powerful storyline. We've designed a new weapon, called an Implant Gun, which is very cool indeed!" *Unreal* will also have a Multiplayer Mode, although no details are available at present.

And what are the chances of *Unreal* Tournament being released for PlayStation?

"Well, the PlayStation2's on-line capabilities are still unknown and as *Unreal* Tournament is first and foremost an on-line game, it'd hard to see a way of putting the two together – for the moment. However, Epic are tremendously excited by PlayStation2, so if the new game sells well, who knows?" ■

Stop press! As PSM went to press, *Unreal* had been put back to November, for a complete make-over. More next month.

but we'll squeeze in even more before we actually ship the game in May." Make no mistake, this is an entirely new game, built specifically for the PlayStation.

"It's similar to the PC original, but much more single-player oriented, with strong

Unreal

UNDER COVER

Internet reports reveal that Japanese ladies aren't at all down with the idea of playing *Unreal*. At least, that's what the female of the species is aware of the new console, but isn't hardware to buy. Reasons cited include the male-oriented nature of the launch and the huge fighting and driving games. Action Decade Kettle might argue, though – it has ponies... [Dale Mol – Ed]



Although not released until the release of PlayStation2, THQ have begged Internet developers Generic Animations (who previously did the original *Unreal* ports) to make a few more titles, including a WWF strategy game. Men in pants that actually think! This we've got to see. Needless to say THQ are planning ahead, but it's good to see those Internet expeditors will be exploited to the full.

■ *Takara* are crafting five titles for PlayStation2, including *DX Allards*. That'll be a pool game featuring the likes of snooker and nine ball pool and an emphasis on accurate ball physics. Personally, we can think of better uses for the most powerful console on the planet. Why not save the machine for *Forza*? It's a great game and games that you can't play in your local pub, before we forget, *DX Allards* has different shaped tables. Thrills.

■ Invariably, Konami have announced a *International Track & Field* game for PlayStation, to be released in conjunction with the Summer Olympics in Sydney. Which also just happens to be scheduled down for the new console's 30th March launch.



bottom heating aside, the pants should take advantage of the next-gen console's analogic button. No more button bashing then, just putting down ready, ready hard in the weight lifting game, and getting something along those lines.

UNDER COVER

In anticipation of success for their top World War II shooter, *Medal Of Honour: Dreamworks* are already planning a sequel for PlayStation 2. Jason Kingsley says the 500,000 pre-ordered copies have pleased studio chiefs so much they've planned trailer adverts for staff to work on a new PlayStation game. We know that Dreamworks already have a top-secret PlayStation project in development. It has to be *Medal Of Honour 2*. It's just the working we can't stand...



Race *Landing 2* due out in Japan for the PlayStation around March. Apparently it will be ultra-realistic, and its release will be celebrated with a sparkling send-off. The brothers have named the *Tie-Cos 2*. By all accounts the *Tie* uses Force feedback to create the most realistic "breathing feel" response any game has ever experienced. These in beds, we say.

Arcade puzzler *Mr Driller* will receive a PlayStation makeover within the year. Your task is to help Mr Driller match coloured blocks and drill down to a depth of 10,000m. A tricky task indeed, especially when you see Mr Driller can run out of colour the closer he gets to the target. Could be interesting.

Aliens Has learned the rules of six videogames in the middle of a post-apocalyptic war in *Pandemic*. The Ministry Of Justice has ordered all game shops to pull copies of *Doom*, *Dark Messiah*, *Alien*, *Alien*: *Portals*, *Resident Evil* and *Aliens*: *Colonel*, claiming they could have been a motivating factor in the violence. Nah right.



Wanted *Rebelution* needs PlayStation fans for TV documentary. Please e-mail Suzanne at pof@btconnect.com with your name, age, address, telephone number and a paragraph about yourself.



"I used to make up adventures for other people to play... and wondered if one day I might turn it into a career"

THE FUTURE, AS SEEN BY...

THE KINGSLEY BROTHERS

THE REBELLION BOYS CHAT ABOUT PAST, PRESENT AND GUNLOK



Even years ago Jason and Chris Kingsley started up their own development

company known as Rebellion. Close links with the Atari Jaguar and Sega Saturn took their toll, but, as the team behind *Take 2*, *Rainbow Six* look ahead, their future couldn't look rosier.

PSM: What made you want to work in the games industry?

Jason: I'd always been interested in role-playing games and *Dungeons & Dragons* at school. I played them at lunchtime with a bunch of friends and used to make up adventures for other

people to play. I liked doing it and wondered if one day I might turn it into a career.

Chris: We worked together on a few things – lots of freelance design, freelance programming, freelance graphics... It then made sense for us to set Rebellion up. It was just the two of us in the basement of our house and we were very nervous when we took on our first employee.

PSM: Can you give us a brief history of *Rainbow Six* game titles?

Jason: Our softcovergphy! The first project we were commissioned for as Rebellion was *Aliens Vs*

Predator for the Atari Jaguar, which won lots of awards. Unfortunately, the Jaguar wasn't a big commercial success. We released *Chequered Flag* on the PlayStation as well, with a game called *Chaser* on the Game Boy, which was released earlier this year. We've also done *Maxon Impossible* for the Game Boy.

We had technologies in *Aliens Vs Predator* that people are talking about now as unique in their games coming out next year. For example we had nurb surfaces in the water, we've got turbulent motion of particles – effectively an emotion engine, although we never called it that.

Chris: And of course more recently there was *Rainbow Six*.

on the PlayStation. We've started doing some of our own publishing as well, with a game called *Chaser* on the Game Boy, which was released earlier this year. We've also done *Maxon Impossible* for the Game Boy.

PSM: What's next for Rebellion?

Jason: We've got a title called *Gunk* coming up next year which is the first of our own titles that we've really put our own money into. We've done everything ourselves and that, hopefully, will be the beginning of a popular franchise. We decided to just have a go, we'll be the ones to take the blame if the



Catherine Deneuve: Sky Blue's red-haired passiveness, same screen. In search of a quiet life at P&L.

CAT CALL

'RL? PAH! REAL HUMAN FOLK WANT FANTASY NOT REALITY...

Enough is enough – reality sucks. While many PlayStation games attempt to recreate Real Life, the best ones say, 'Sod that' and make it up as they go along, diving feet first into the realms of fantasy. Why fiction over fact? Because the whole point of videogames is to escape from the real world not recreate it. Why bother playing videogames if you only intend to stay where you are? It's like going on holiday in your kitchen – you simply wouldn't do it.

Case in point? The recent glut of F1 titles. These are, as any developer will tell you, totally unrealistic and despite the G7 lead charge for auto realism, will always be that way. Why? Because gamers wouldn't want the real thing. Who wants to pay £40 to lose it at the first corner and spend the entire season in Ward Ten? Yes, authentic handling and a trip-to-casualty option would make a virtual F1 game more real, but who'd buy it?

More cases in point? Flight sims (dull as hell), tuning options in racing games (like, it really matters), tweakable stats in sports sims (ditto), any stats in sports sims...

Face facts, Real Life is mostly dull with the occasional flash of excitement to keep us all going. That's why, whatever our age, we need toys to play with – and play we should, not recreate the humdrum that we have to endure before we can clock off, hit \otimes and escape. Why should videogames suffer the same constraints that reality inflicts upon us, when the whole point is, they don't have to. Come on, play the game... ■



Photo: Steve Johnson

"I think storytelling is important, but it's just one leg of the gaming stool"

Jason: I think storytelling is important, but it's just one leg of the gaming stool. Computer entertainment will become more popular, but there will still be a place for games that are just to do with gameplay and have absolutely no story whatsoever...

Chris: Which is perfectly legitimate for an interactive product. There doesn't have to be a grand story. I always think the most important thing in games is gameplay. Graphics, sound and storyline can all be important, but gameplay is the thing that pulls you back in again and again.

PSM: As developers, what is the most exciting thing for you

about PlayStation?

Jason: At the moment it's just exciting because suddenly a whole new playing field has been opened up for us. With the speed of the processor, the type of graphics we should be able to do, and also the technologies that we're developing such as non-polygon-based 3D engines...

People are talking about high polygon engines and infinite polygon engines. Well we have been doing those for some time now and we think that's probably a bit old fashioned now. We should be looking at no polygon engines where a polygon count is something that is totally irrelevant – it's just really about what you can see. JC ■

game doesn't work – which is a bit of a scary, responsible situation to be in.

PSM: Tell us about GunLok.

Jason: GunLok is a third-person, real-time, action strategy game.

Chris: It's set in the future on Earth, but there are no humans around. You play GunLok, a robot who becomes sentient and realises that he has to do something about all the bad stuff going on around him. He has to explore and build a team of fellow warriors and there's a big conspiracy theory to uncover.

PSM: Any chance of a version of GunLok for the PlayStation?

Jason: At the moment GunLok is PC only, but we're looking very strongly at changing, adapting and re-working it for PlayStation and PlayStation2.

PSM: Do you think storytelling will become a more important part of PlayStation2 games?

HMV

seriously addictive...



RESIDENT EVIL 3

Prepare yourself for the most horrific adventure in gaming history as a gigantic undead monster, Nemesis, makes the zombies featured in the first two games seem like nothing. With an enhanced control system including improved character movement, this final chapter in the horror trilogy is the most chilling and atmospheric.



ISS PRO EVOLUTION

Famous for its gameplay, the latest addition to the ISS family, fails to disappoint. Visually improved, ISS Pro Evolution benefits from a huge amount of tactical options. With a host of new moves, the realism is stunning without compromising the addictive gameplay. "Simply unmissable" - 94% Total PlayStation



INTERNATIONAL TRACK & FIELD 2

Offering 15 events, this button bashing classic is the ultimate test of stamina and reaction. Stunningly realistic graphics capture every moment of the five totally new challenges as well as the original ones. The highly addictive multi-player mode will ensure competition into the early hours to get that all important world record.



GRAN TURISMO 2

The world's greatest racer is back. With an amazing 594 different cars and 28 tracks, GT2 is also the first driving game to combine rallying and road racing. Amazing attention to detail means that each car has its own engine sound and performs uniquely according to your method of handling. "If you thought the original was good then this'll shoot you to planet pleasure." - Official PlayStation Magazine

All titles subject to availability at participating stores only.

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buy now from over 100 stores nationwide or www.hmv.co.uk 24 hours or **0990 33 45 78**





With any luck the graphics engine will realistically recreate the famous edge-of-space 'Thunderbirds' animation.



"F.A.B. SCI!"

WE HAVE LIFT OFF

CULT PUPPETRY SET TO APPEAR ON PLAYSTATION2

What's the best way to blow £10 million? That's the fortunate position SCI find themselves in at the moment. Last month we told you they'd picked up the Millie Miglia licence. This month they're still spending money like it's going out of fashion, securing a deal to publish the *Thunderbirds* game in partnership with the show's creator, Gerry Anderson.

"Everything points to another enormous success when *Thunderbirds* returns to our screens in the autumn," said the puppet master himself, currently remastering the original programme for a re-issue later this year. SCI have signed up Deep Red Games to develop the title which is currently being billed as a strategy action game. The good news is it'll be appearing on

PS2, so expect this version to be a little more advanced than the original show. The bad news is that we won't be seeing it until autumn 2001.

Joint MD of Deep Red, Kevin Buckner observed: "It's one of those titles that comes along once in a blue moon and our development team can't wait to get started. They're already quoting characters from the show and walking slightly strangely." With a creative team of 30 people on board and a strategy game remit, it'll be interesting to see how they make the most of the licence and the new console.

Elsewhere, SCI's *Titanium Angels*, also for PS2, is set in an alternative future. Bounty-hunting chick Carmen Blake crash lands on an inhospitable planet and has to battle her way home. No scratching or pulling of hair please ladies. More next issue. ■

THUNDERBIRDS

RETRO LIMBO

IS IT ARCADE HEAVEN OR COIN-OP HELL? WE DECIDE THIS MONTH: RAINBOW ISLANDS

WHY I LOVE RAINBOW ISLANDS

Since the arrival of the polygon 3D platforms have found their niche of the puzzle genre. Why? Well, it's because polygon improves precision! Nope, it's just because they're new and everybody thinks

you have to use them. Games like *Rainbow Islands* have been a treat when gameplay was planned around the hardware.

Alas, many games didn't even merit using your resources to kill enemies and make your way to the top of each level. Not an original and enjoyable take on the platform genre, but Rainbow Islands is as much fun as any you'll ever come across. It's a simple, no-frills, no-nonsense, certificate and more words to find than any other game I can think of. Red and yellow and pink and blue... I can sing a rainbow too. Happy days. Sure it is.



for cry from the gaming press some would have us believe. At its opening screen *Rainbow Islands* makes a solid fundamental move and unforgettable fun too - the least interesting a player must be able to do is walk through the game. I mean, come on! I think the choices of your average casual reader, anything involving a fast-reacting, number-crunching, finger-masher are non-existent. Hail & Catherine Channon.

Justin Colvert

Verdict: Slave & to death? Why? Because Justin can't seem to let it go!



Tony Hellier is the editor of the world's most authoritative multi-format gaming magazine, Edge.

FUTURE PROOF

QUALITY COUNTS AS THE PS2 LAUNCH DRAWS CLOSER

Something strange is going on. As happens every month, I recently took delivery of a bundle of preview materials from my man in Japan. Developments on the PlayStation2 front are naturally progressing rapidly, so it was of little surprise that a raft of screenshots from *Sky Surfer* made up part of my precious package from the Orient.

Idea Factory's game pitches you as an extreme sports nut – surfing through the sky on a plank as you descend from a drop plane. Among a slew of Mah Jong sims and series updates it's an original, stand-out concept, backed up by impressive graphics and I was preparing an optimistic preview. But then the call came. It turned out that, despite having already made available umpteen shots of the game to consumers via myriad Web sites, Idea Factory didn't want any visuals to be printed. Apparently the game was going to be entirely rejigged.

In my seven years working in videogame journalism I'd never before witnessed this. And, if nothing else, it served to give credence to some unusual claims that have recently been made. Claims like the developers cannot gain access to PS2 dev kits without having first submitted firm concepts to Sony. That Sony can withdraw development support if your project is not – in their opinion – progressing in the 'correct' manner. That you will not be allowed creative freedom until your second project.

As disturbing as it sounds, we should be quietly content that Sony are keeping their third-party partners on short leashes. It was only last month that I was bemoaning the lack of quality control at Sony HQ, only for subsequent reports to suggest that something is being done about it. Praise be for that. ■

PREVIEWS

Martial family gets fifth with
Shinrai Shinsai in Kamurai



KAMURAI SHINRAI

NAMCO / SUMMER 2000

After years of seeing the Boss of Square profit from their rule-playing games, Namco have decided to muscle in with a God-KILL! Greeks and humans coexist in the six lands which make up Kamurai's world – Earth, Fire, Sky, Life, Death and Light. The floating kingdom inhabited by gods. Said gods protect humankind from the evil beings who live in the Dark realm. You

control four characters – two humans (Dreyon and Hestia) and two gods (Dionysus and Persephone). You must defeat the evil masses. The game splits into two stories and you must fit between the emotions of the supporting characters, affecting their loyalty to you. More news soon.



SHIN RIDGE RACER

NAMCO / MARCH 2000

While numbers continue to mount about Polyphony's GT2000 (will it be delayed for an earlier release in the arcades? Never say never), Namco are determined that PlayStation will have a top-quality racer come March. True to its name the impressive Shin Ridge Racer features a much more watered-down 60fps. Ridge has inevitably gone for a more realistic approach, with such effects as sparks on collision with opponents' cars, improved lighting, and reflection on the car bodies. Hi-res scenery,

following fine smoke, buckets of polygon-pushing semi-transparentness, plus saucy new race girl Ai Fukumi, a 20-year-old racing fan who, according to Namco, likes "candy, photography and video driving". Another big change is that, rather than add to the number of tracks (there are 14), Shin Ridge Racer will actually decrease the amount, going for quality over quantity. With the previous racers looking fast as hell and some gorgeous images, Shin Ridge Racer could just steal GT2000's thunder.

ORIENT EXPRESS

OF ZOMBIES, DINOS AND SAMURAI MASTERS...

THE HORROR, THE HORROR, THE HORROR

AND THE SEQUELS KEEP ON (CAP)COMING...



Good news for those who like the gorier side of PlayStation – Capcom have confirmed sequels to their survival horror franchises, *Resident Evil* and *Dino Crisis*. Shinji Mikami confirmed the existence of *Resident Evil 4* in *PSM* last month, but it was only recently that Capcom president Kenzo Itoigawa announced plans for a *Dino* sequel on PS2. It was initially mooted that *Dino 2* would appear on the original PlayStation with *Dino 3* surfacing on the next generation console, but it appears not. While a release date for *Dino 2* hasn't been confirmed (Capcom only saying "some time this year"), a UK publisher has been decided in Virgin Interactive.

For those hungry for original terror, Capcom's other PS2 horror title is coming along a treat. The latest shots of *Orienshura: The Demon Warrior* boast huge polygon counts, hi-res graphics, subtle lighting effects and textures to match the characterisation. The latest news reveals that mystical samurai hero Akechi Sanosuke now has both the face and voice of Kaneshiro, a Japanese actor.

It's not all blood and guts at Capcom Towers, though. With *Breath of Fire IV* on the way for PlayStation, recent online rumours have suggested that there are another two sequels on their way to PlayStation2. First, *Marvel VS Capcom* may have a re-jigged version heading PS2-wards. Fine for the 2D hardcore but even better news is that the bonkers *Dreamcast* beat 'em up *Powerline* could be coming to PS2 in the form of a sequel.

On the aside, sequels might not be the greatest news for PS2 watchers but until the first wave of new software arrives, we'll take what we can get. Hell, it's *Ares 4* – wouldn't you?



Onimusha: The Demon Within

PS2

£39.99

ESRB: T

PEGI: 12

Rating: 8/10

Review by

John

</div



Look out for a world of Egyptian horror shenanigans in *The Mummy* game. And more of the same when *The Attorney* is released.

Straight to Film

STAR STRUCK

KONAMI SIGNS UP WITH UNIVERSAL STUDIOS

The games industry snuggles ever closer to Hollywood as Japanese giant Konami has announced a deal with LA movie monsters, Universal Studios. The sheer number of film licences made available to Konami via this agreement is phenomenal. It also seems likely that the traffic will be two-way as top Konami titles will have a direct channel to film development. *Thrill Metal*, *Gear Solid* and *Silent Hill* Oh yes.

Universal hold the rights to choice game-fodder like *Back To The Future*, *Terrahawks* and *Jurassic Park* among others. The deal incorporates a 'first look' clause giving Konami the option on every new Universal release. Rumblings from Konami suggest videogames of *Woody Woodpecker*, *Dr Seuss The Grinch That Stole Christmas* and *The Munsters* (plus its sequel) are in the offing. Beyond that, informed sources indicate that we may all be playing games featuring *Jurassic Park*, *Bruce Lee* and the Universal monsters (*Dracula*, *Frankenstein*, *The Wolf Man* and *The Creature From The Black Lagoon*). As the deal was inked Universal's Jim Wilson was moved to say, "The strategic alliance between Universal and Konami signals a shift in the way the entertainment business and interactive entertainment have worked together in the past." The fruits of this union should arrive in late spring.

Konami are also taking advantage of advances in mobile phone technology. Users of the service receive updated game information via the Konami Net site. The Japanese giants keep on growing.

That's all folks. ■



NURSE PAIN'S OPERATING THEATRE OF BLOOD

Each month Nurse Pain looks at the PlayStation's most violent games and diagnoses the physical damage that would result if the injuries therein were really to happen. This month *NFL Blitz 2000* - where the dirty tackle is commonplace.



NFL BLITZ 2000

Diagnosis

In *NFL Blitz 2000*, American football comes across as an extremely dangerous sport. The majority of the injuries would be impact-related - breaking bones, fractures to the neck, shattering of the knee and joints, rupturing/tearing of ligaments and compound fractures. Despite the padding, there's a high possibility of permanent neck injury, trauma to the cervical vertebrae, which could result in permanent impaired manoeuvrability. Damage to the spinal cord, resulting in either death, paralysis, and a great deal of pain before unconsciousness.

Prognosis

Loss of consciousness would not necessarily result in fatalities if medical care and airway management were available. Serious head injuries are a risk, but helmets and mouthguards should prevent swallowing of the tongue which, if left untreated, would result in cyanosis (going blue) and hypoxia (lack of oxygen to the vital organs, and death). Anyone for tennis? ■

In real life, Nurse Pain is Mandy Miles, Senior Operating Department Practitioner at Charing Cross Hospital, London.

SCOOP! EXCLUSIVE SNEERS... CURIOUS WHISPERS... GOSSIPING FACTOIDS...

Following the relative success of *That Game With Those Who-Is-It*, Activision have announced a PlayStation link-up with absolute anachronomising bony-boisterous-come-ecstatically weirdish, An American Dream come true. 'We're looking great, ladies and the boys has the ability to morph into a superheros version of themselves.'

Kids becomes a kind of semi-transparent ghost, and they'll be able to whisper secrets to, or oversee the local members about their

favourite foods, past lives, etc. **Prestigious but little known** are currently in negotiations with Sony over an exciting PS2 add-on, the *Showmaster*. A bit like those stupid rabbit phone games on TV, *Showmaster* players will be able to give their vocal cords a workout by telling out their on-screen character's movements into a very special microphone made of superelastic 'SLUMP' material. **Top secret** object: *King Mr. Scoop!* for less right than ever. Quick check for *Point Blank: The Last Revelation* - pick up *Tomb Raider* 3, which will be invariably cheaper and is the same game anyway. If not a lot better IT'S **SWEEET** *King Mr. Scoop!*



Point Blank: The Last Revelation - pick up *Tomb Raider* 3, which will be invariably cheaper and is the same game anyway. If not a lot better IT'S **SWEEET** *King Mr. Scoop!*

Words: Dee Mayers Pictures: Morris Burton

THE HOT SEAT

Will White, one half of the Propellerheads is describing how he started out in the rarefied world of DJing. "I seem to remember coming back from some Acid House party in the West Country somewhere, in a bit of a state, and spinning some tunes in someone's front room. This DJ there said I should go and buy some records. I owe quite a lot to that guy actually. Bought his drum machine off him the other day for a couple of hundred quid. That'll do..."

It has been a while since the Propellerheads last album, 1998's *Deckardonanddeckordell*, but in the meantime they've kept themselves busy with remix work by the bucketload, as well as starting work on a new album, due out later this year.

Alex Gifford - fellow Propellerhead has been living in New York for the last year and has just finished working on the new Jungle Brothers record. He's met so many people through living out there and working with people musically, and I think it'll be interesting to see who we can get on the new record. He's got people like Huey from the Fun Loving Criminals, doing guest."

Since the invention of the Moog synth back in the early '70s, music has become increasingly dominated by electronics, so it shouldn't come as much of a surprise that a large proportion of musicians in the '90s spend time fiddling about with their PlayStations at home. The Propellerheads are no exception.

"Alex has a PlayStation, but I'm a Playstation freak. I'm really into driving games - Ridge Racer when it first came out; Need for Speed. I love all of them. I also got rally

into Tony Hawk's recently too, which is phat. At the moment it's a shame because we spend so much time in the studio or gigging, it's really only the last day of the week when you can sit down and have a good play. It's a great way to switch off, and it's also a good way to listen to other people's music."

The Props began their career using traditional instruments, but computers have long influenced the way they make their music.

"There was a particular Commodore 64 package that I bought in '97 or '98. It came in this big box with a Christmas pudding on it or something, and so you could sell it to the kids. I remember it had this keyboard with it, and it was like a really, really basic sequencer. You could put this whole plate over the top of the keys and just play the keys. I remember knocking up some things back then."

Inevitably the Props have been asked to work on game soundtracks, contributing a track to space racer *Wipeout*.

"For us, doing tracks for games is such a good way to get music out to people who we know are going to appreciate it. For years it's like, you always had music in games, even if it was just bleep bleepy music ticking along on your ZX81. You've always had something going on behind your game, and it's good to be a part of that."

Still find time to go to clubs? "I tend to end up in clubs a lot anyway, because I'm DJing most weekends. I want to get out and play party tunes!"

Right then Will - PSM you and a copy of *Resistoria*. Let battle commence... ■

Will Prothead is in the shoes now, but is he not taller this year???

The new Propellerheads

FOOTBALL CRAZY

WE ARE THE CHAMPIONS

TEAM EDDOS TO FIELD UEFA CHAMPIONS LEAGUE SEASON 1999/2000

We see this spring, UEFA Champions League 1999/2000 gives players the chance to tackle actual matches from this year's tournament. You'll be able to pick up and play any of the 32 teams, complete with player names, kits, club logos, accurate stadia, and sponsors.

You might think 32 teams isn't enough to make a top-quality game. And you'd be right. So developers

Silicon Dreams have included all the teams that have ever won the tournament, including all the champions of yesterday. You can also set up and play every final since 1960, right up to Bayern Munich vs Manchester United, Ahhh, but what of the most important detail of all. Who's supplying the voices? That'll be Bob Wilson, Clive Tyldesley and current number one, Kevin Keegan. That's who...



Change the score of history by restaging the final of your choice

SCREEN-TEST

DR HOLLYWOOD IS KNOCKING,
SOMEONE LET THE MAN IN PLEASE

4. TOMB RAIDER VIII: RETRIBUTION

"Lara Croft: adventurer, gymnas, explorer... And she's not too bad at archaeological exploration, either!"

Directed by: Michael Winter

THE PLOT:

Lara travels to Holland after a tip-off reveals the ancient treasure known as The Clasp Of Khanoom is hidden in a complex series of catacombs beneath an ancient windmill. She seeks advice from ex-university friend Vanessa Morton, now down on her luck dancing for men in an Amsterdam night club, Banana Babes. Mid-way through, we flash-back to Lara's teenage years and discover her unresolved relationship with an old adversary - renegade classic lecturer Hans Von Kranmer. Cut back to the present, and Lara realises Von Kranmer and his band of hopelessly-bad-at-fighting men in tiny kilts are also after the clasp. She hooks up with dirty-but-brilliant Dutch prof-exploiter Raoul De Boer in his semi-Mormon commune in rural Rottterdam - populated with statuesque Germanic models who are all archaeology experts. Lara, Raoul and his girls all head for the Weddell Of Babylon for a showdown with Von Kranmer and his cronies. At a crucial moment, Vanessa turns up and saves Lara. Etc. Etc. etc.

THE PITCH:

It's Indiana Jones with a sexy lady!

GREEN LIGHT OR DEVELOPMENT HELL?

Green Light's slender look is fine for the leaping and rope-swinging, but Winter insists on a couple of soggy balls bobbing beneath the Gucci cellophane mini-top. Final showdown between Van Damme and Cartano possibly with the line "You have shit on your claps. And I'm the shoe-shine boy..." Andy Lowe ■



You can run but there can be no escape from the clutches of Mr. Michael Winter

THE CAST



▲ Lars Croft –
Penélope Cruz



▲ Vanessa Morton –
Diane Kruger



▲ Professor Raoul
De Boer – Jean-Claude
Van Damme



▲ Eric Connors –
Eric Connors

LOONEY TUNES:

WHO BE SOFT?

UBI SOFT SQUARES UP TO THE BIG BOYS

Keep to make an impression on PlayStation2, French publisher Ubi Soft are preparing to release upgrades of their latest titles. Rayman 2 and F1 Racing Championships, penned in for release on our lowly old PlayStation, will be reworked to take advantage of the processing power of PlayStation2 and will enjoy a dual release on both machines. But rather than leave it there, ambitious Ubi Soft are preparing to drench the PlayStation2 world with an almighty spray of releases.

All Star Tennis 2000 will be appearing on the new machine, again developed by Smart Dog, alongside Rayman 3. Look out too, for new Disney games including a Donald Duck racing/Adventure title and a new Jungle Book game. More excitingly, Ubi Soft have also secured a deal to develop a new series of Warner Bros games. And the most



uncontrollable secret of all? Batman – Vehicle Adventures is on its way. A racing game (presumably), based on Batman and Robin: The Animated Series. Ubi Soft, the new Activision? Maybe. Just maybe. ■



Rayman 3 is coming to PS2 and it'll be a radical departure from his previous outings



REALITY BYTES

ELIZABETH MILLER WRITES FROM LEWISHAM
the Postcode

Last Xmas, I was at a loss as to what to buy my boyfriend. A mate suggested a PlayStation 2. "Why not?"

I all began to go wrong on Boxing Day. A few of his mates came round to play with his new toy. I sat there, trying to be enthusiastic, and even had a hand at playing the slithering thing – but to no avail. By tea time I'd shamed and left the boy playing with his mates.

At 7pm, I was in an empty bed and went

downstairs to find them all crashed out in the living room.

The next evening, it was the same story, and the next. And the next. I thought the novelty would wear off and things

would go back to normal. How wrong.

One year on and I still have no idea why he bought the local store a present. I mean, when you own boyfriend would rather talk to a TV screen than you, but what

else gets a house full of people and still want to talk...

I am sure I'm not the only PlayStation widow out

there; please help me, Please. ■

Let's get a PWN box to help her pass the hours...

What's your weekend PlayStation experience? Send 'em in (including a passport pic of yourself) and win a prize!

Reality Bytes

PSM

Future Publishing

30 Monmouth Street

Bath

BAT 2BW



IT SHOULD BE A GAME

HANDBAGS AT DAWN / RICHARD EDDY, TOOTING REC

+ The Concept

A blissful misnia of The Dresser. Ab Fab and, um, Telman 3 set at Harvey Nichols. Handbags At Dawn is a can-scratching, knicker-slipping, lippy-smudging, chit-slapping, pile-of-camp old nonsense that replaces the likes of Jim Kojma with drama queens from a corner of Old Compton Street. There is a plot stitched on to all this effete madness. GMTV are hosting a makeover competition at a local department store. Your job is to get from your front door to the store. Unfortunately, blocking your way are jealous rivals, desperate for a makeover themselves. Cue one-on-one bitch-fighting with Prada clutches.

+ The Pitch

Begin by choosing clutch or shoulder clasp or zip fastener, and then it's roll-out camouflage.

Take on dear old grandmas and mothers with toddlers, before moving on from bratty young tykes through to camp old things. Your ultimate foil? Slapped-up old dog queens, with their riper-like hits, humpay blatts to the eyes and the piece de resistance, a lash of their venomous tongue.

+ The Verdict

Sweet gansta! With geek-pleasing sub-games (Rich suggests "conditions of a new Steps routine à la Dance Dance Revolution"), kick-ass weaponry (bonus accessories can be stolen from the store) and a taste for the campier side of life, Handbags At Dawn is a winner. The final word has to go to Mr Eddy. "Get gorgeous! Remember, there's only one rule with make up – the more you put on, the better you look!" Respect.

FROM THIS... TO THIS!

Would you like to see your game ideas brought to life? Send your pitch PLUS original artwork to the usual address and you could win a framed copy of PSM's version of your design.

EVER BEEN STRUCK BY A GENIUS IDEA FOR A GAME? TELL US ABOUT IT, WE WANT TO KNOW



STRIKED

BOWLED OVER

THE MIGHTY THQ STRIKE WITH BRUNSWICK BOWLING 2

At last, the opportunity to make like Bill Murray in *Kingsman* and play some skittles. We've had the men in pants, now the men in slippers are coming to PlayStation 2. As incredible as it seems, THQ's *Brunswick Circuit Pro Bowling* has been revamped. Soon we'll be able to revel in even more ten-pin action with real tournaments endorsed by the Professional Bowling

Association, genu-wine bowlers from the league, and an all-new Brunswick bowling kit.

One of the key elements is the create-a-bowler feature which enables you to mould your character into the bowler of your choice. These custom players will develop individual moves to celebrate their strikes. You'll be able to save these to a memory card, perhaps to show your friends. Perhaps. ■



PSM CHARTS

WHAT'S HOT AND
WHAT'S NOT IN
THE WORLD OF
PLAYSTATION

GAME

PSM IN ASSOCIATION WITH
GAME BRING YOU THIS MONTH'S
TOP 40 BEST-SELLING GAMES

1	[PS] TOMB RAIDER: THE LAST REVELATION	EDITION
2	[PS] F1 2000	ELECTRONIC ARTS
3	[PS] CRASH TEAM RACING	SCEA
4	[PS] TOMORROW NEVER DIES	ELECTRONIC ARTS
5	[PS] THIS IS FOOTBALL	SCEA
6	[PS] MEDAL OF HONOUR	ELECTRONIC ARTS
7	[PS] CIVIL WAR RALLY	CODEMASTERS
8	[PS] MOSCIC 2000	CODEMASTERS
9	[PS] DRIVER	GT INTERACTIVE
10	[PS] FINAL FANTASY VII	SCEA
11	[PS] DINO CRISIS	VIRGIN
12	[PS] RAYMAN	UBISOFT
13	[PS] STAR WARS: THE PHANTOM MENACE	ACTIVISION
14	[PS] GRAND THEFT AUTO 2	TAKARA
15	[PS] WWF ATTITUDE	ACCLAIM
16	[PS] SPYRO 2: GATEWAY TO GLAMMER	SCEA
17	[PS] RESIDENT EVIL 2	VIRGIN
18	[PS] X-MEN ARMAGEDDON	NASCOM
19	[PS] LEGO ROCK RAIDERS	LEGO MEDIA
20	[PS] GRAN TURISMO	SCEA
21	[PS] CRASH BANANA-COTT	SCEA
22	[PS] TOMB RAIDER 2	EDITION
23	[PS] MCW MAYHEM	ACCLAIM
24	[PS] FA PREMIER LEAGUE MANAGER	ELECTRONIC ARTS
25	[PS] FA PREMIER LEAGUE STARS	ELECTRONIC ARTS
26	[PS] KENIA WARRIOR PRINCESS	TITUS
27	[PS] SLEEP STORM	ELECTRONIC ARTS
28	[PS] LADY MANAGER	CODEMASTERS
29	[PS] RUGRATS	THQ
30	[PS] LEGO Racers	LEGO MEDIA
31	[PS] FORMULA 1 '99	SCEA
32	[PS] GRAND THEFT AUTO	TAKARA
33	[PS] TEKKEN 2	SCEA
34	[PS] MICRO MACHINES 93	CODEMASTERS
35	[PS] METAL GEAR SOLID SPECIAL MISSIONS	NISAM
36	[PS] KNOCKOUT KINGZ 2000	ELECTRONIC ARTS
37	[PS] ACTION MAN: MISSION XTREME	NASCOM
38	[PS] MISSIONAR: MADDOCKS	INFOGRAPHICS
39	[PS] BRAVEN LARK CRICKET	CODEMASTERS
40	[PS] CRONE 2	ELECTRONIC ARTS



THE CELEBS ARE PLAYING

Because, ya' know it's pretentious purveyors of black metal, Cradle Of Filth. Their latest opus, *Crackly And The Beast* is out now.

1. METALLICA
 2. SOUL REAPER: LEGACY OF KAIN
 3. KNOCKOUT KINGZ 2000
 4. CASTLEVANIA: SYMPHONY OF THE NIGHT
 5. TEKKEN 3
- Historical
Hyperrealistic
Beast-beats
Pongster
A fighting game



WHAT WE'RE PLAYING

Sister of many, angel of the night, Mark Donald

1. METALLICA 2000
2. JET PILOT 2000
3. RESIDENT EVIL
4. GRAND THEFT AUTO 2
5. THE MERRY HORDE



THEY'RE PLAYING

Nathan Stilwell, level designer at chief on GIGA Unival

1. SUPER PUZZLE
2. ANGRY BIRD SWARF
3. FLYING PIGS
4. ARMY OF ONE
5. CROWN TOWN RACERS
6. TEKKEN METAL 2



WHAT YOU'RE PLAYING

Asian of Norma, Not really, it's Marlene Devine from Landis

1. JOHN ATTITUDE
2. RESIDENT EVIL
3. JADE MANAGER
4. COMMAND & CONQUER: RECALL
5. JET PILOT 2000

GAME

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VALID FROM 26 JANUARY TO 22 FEBRUARY 2000

CHOCS AWAY!

TWIX WINNER ANNOUNCED

PSMS's rip-roaring battle between man and bicycle which formed the TWIX Gamesplayer Of The Year '99 challenge, sparked a massive response. Thousands of times and entries for our *Four Downhill Mountain Biking* demo flooded in as UK gamers clamoured to show off their virtual biking prowess in the regional heats. These were then whittled down to 15 of the finest peddlers who were invited to the grand final held at the Oxford Street branch of HMV in London on Sunday 14 November 1999.

Despite tough competition, there could only be one winner. Paul Crowther, aged 12, of Whitley, North Yorkshire held his nerve and sped past the other contenders to victory and the TWIX Gamesplayer Of The Year '99 title. On hand to award him his fantastic prizes were Ant and Dec (of *SMV Live and Biker* fame), Paul collected an awesome top-of-the-range Giant mountain bike, No Fear clothing, specialist biking gear, HMV vouchers and a year's supply of TWIX. And, as if that wasn't enough, he also won an day out with the Giant professional mountain biking team. Runners up were amply consoled with goodies too. Not bad for a day's gaming.

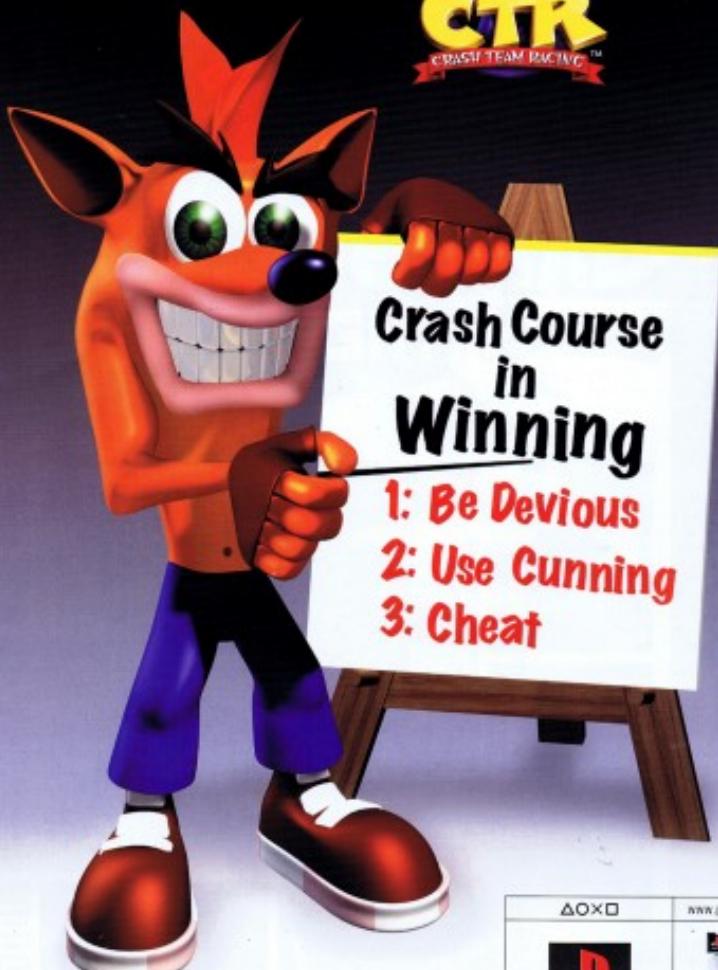
TWIX GAMESPLAYER OF THE YEAR



Winner* of the heats contested title of TWIX Gamesplayer Of The Year 1999 is 12-year-old Paul Crowther from North Yorks, here seen receiving his lovely prizes from 2000's *Loose Candy* Ant and Dec.



YOU'VE GOT TO BE BAD TO BE GOOD.



Crash Course in Winning

- 1: Be Devious
- 2: Use Cunning
- 3: Cheat

ON YOUR MARKS. GET SET. GO KARTING.

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	www.playstation.co.uk/ctr
	PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

BLUEPRINT

PSM PEEKS AT THE DRAWING BOARDS OF THE PLANET'S TOP DEVELOPERS TO BRING YOU NEXT YEAR'S GAMES FIRST

FEB 2000

INSIGHT

Borys Penn, the big man at DMA chats about Grand Theft Auto and... himself



You've been in the videogames industry quite a while now. What was your first job and just how did you get it?

I started off as a trainee staff writer for ZZAP! 64, the Commodore 64 magazine. It was 1984 and I was one of five people fighting for the title of Britain's Best Game in a competition held by Personal Computer Games, edited by one Chris Anderson, the founder of Future Publishing. The next thing I knew, he'd starting up a new Commodore 64 games magazine in Year One and wanted hardcore players to provide authoritative opinions and advice. Naturally, I jumped at the chance.

It's a big move from magazines to software publishing. How did you arrive at your current position as creative director within DMA Design?

Via a long and winding road with many different stops, all of which taught me most of the core skills involved in game magazines, entertainment software development and finally publishing. Which means my industry expertise is well-rounded, like my belly, I guess.

Of all the games you've been involved with, which is your favourite and why?

Ohh... Probably the original Grand Theft Auto. It captured an enormous amount of raw energy from a diverse and colourful team.

Grand Theft Auto in mind, DMA Design are renowned for their original games. Will you continue to be so innovative when PlayStation 2 reaches its beautiful heart?

Oh yes. Original development is increasingly risky so we've had to shift our emphasis slightly in recent years - from making and exploring new toys to finding new ways to play with existing toys. But that means improved focus and increased accessibility. It doesn't mean compromise.

This year is potentially the biggest year for PlayStation. What are you working on?

Now that would be telling. All I'm prepared to say is that it involves people, vehicles, structures, weapons, criminal activity and polygons. [There'll be a polygonal GTA for PS2 men. Cheers, Gary! - Ed.] ■

Justin Calvert



Colony Wars:
Red Sun



Rally Championship



World Championship Snooker



Speedball 2100

CONTENTS...

Speedball 2100 30

Blood sport for all. American football meets ice hockey meets a dirty great punch-up meets PSM

Rally Championship 32

Mud glorious mud! We go for a wallow with the game that could stick it up Colin McRae's tailpipe.

World Championship Snooker 34

A table, some balls, hooded gentlemen wielding wood. Brace yourself for the raw excitement of snooker

Colony Wars: Red Sun 36

Alien spacecraft mazing in waves. You and an unlimited ammo supply. Prepare to break your trigger finger

Premier Manager 2000 38

Tasteless jewellery, chronic job insecurity, all the sheep jackets you can eat - who wouldn't want this job?

Round Up 40

Tomorrow's world. The games of PlayStation future

SPEEDBALL 2100

NOTE:

IN A HUNDRED YEARS TIME, ALL SPORTS GAMES WILL BE MADE THIS WAY...

PRODUCT SPECIFICATION

STYLE:	Future sports
PUBLISHER:	Empire Interactive
DEVELOPER:	Bitmap Bros.
RELEASE DATE:	May

CHARACTER DESIGN:



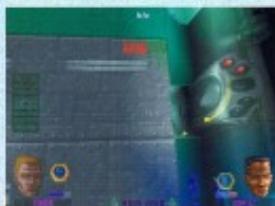
COMPLETE: 60%

QUOTE:

"You can keep building up your team virtually ad infinitum"



From the management screen you can offer your starting lineup, bid for star players on the market or take players into the gym



The score multiplier – hit this twice to double every point you gain afterwards

BE IN THE GAME!



On the left? Mr Justin. On the right? It could be you!

The Bitmap Brothers are offering one lucky PSM reader the chance to appear in the finished version of the game. You'll be able to take to the arena as yourself and, if you haven't got enough credits to invest in a decent star player, you might even decide to team up with PSM's Justin Calvert who is



also putting in an appearance. In addition to being immortalised as a Speedball 2100 player you'll get to spend a day playtesting the game with the Bitmap Brothers and, of course, receive a free copy of the game when it's released later this year. Send your answer to the following question on a postcard marked 'Speedball 2100 Compo' to the PSM editorial address by Wednesday 23 February.

- What was the name of the player team in Speedball 2?
 a) Standard Deluxe
 b) Super Hashwan
 c) Brutal Defense

SPEEDBALL 2100
COMPO



The design of the stadium hasn't changed at all in terms of layout, there's just lots of new realistic eye candy

In 1992, when the Amiga 500 was a machine to be reckoned with and the cheap, plastic joysticks had names like The Boss, Quickshot II Turbo and The Bug, the Bitmap Brothers unleashed Speedball 2 upon an unsuspecting public. Speedball 2 was a brilliant idea with stylish graphics, a rocking soundtrack and enough action to blow away any other sports games from the period, like hockey without the stick! Football without the throw-ins and corners? Whatever Speedball was, it worked, and it left fans hungry for a sequel once their Amigas were retired to the left. Now, some seven years later, the Bitmap Brothers have finally got around to developing Speedball 2100. PSM tracked down Pete Tattersall, the game's lead artist, determined to find out how he plans to top the best future sport of all time.

"We couldn't really improve upon the original's gameplay so we didn't even try," explains Pete. Even the pinball-like pitch layout is identical. All of the ingenious bounce domes, score multipliers and wall stans have been placed in exactly the same positions as seven years ago. The Bitmaps believe that Speedball is now established as a sport in its own right; the layout of a football pitch never changes so why should the Speedball arena?" As Pete argues, "The way we've looked at it is that instead of trying to make an excellent game better, which is difficult to do, we should try to extend the playing time of the game."

"We've actually added a memory card option so you can save your team out. You can keep building it up virtually ad infinitum. If you're playing against one of your mates for



Improve your player's statistics in the gym by simply spending money on them. But be warned, it'll cost you an absolute fortune to see them become star players...

instance, you can take your team around to his house and play a few games. If you decide your team isn't as good as his, you can take it back home and build it up some more.

As in Speedball 2, you can develop your team by buying star players on the transfer market, or by spending price money on improving your existing squad. The training screen enables you to buy skill upgrades for individual players, so you can design a team that suits your style of play. Initially, the game will contain 200 off-the-peg players. However, you'll be able to customise every aspect of your side, from a player's skin tone and hair colour to the team's kit and logo. It's a feature that Speedball 2 fans will appreciate, having been forced to play for years as the bog-standard Brutal Deluxe side.

Speedball 2 was designed to be played with a single-buttoned joystick, so will the Brimmaps let all those modern joystick buttons go to their heads? "We are planning to put some special moves in there depending on a player's position. Defence, midfield and attack will all have their own specific moves but, if we feel they aren't working, then we'll just pull them straight back out." Furious simplicity was always Speedball's strongpoint, but if the Brimmaps can add jinks, sideways and uppers, without compromising the game, then who are we to argue? ■

Justin Calvert



Fans of Speedball 2 will notice that even the menu screens have only changed slightly.



Your starting nine, yet to be made more deadly and interesting with the addition of our players

DESIGN PROFILE

LOGO:	
NAME:	Pete Tattersall
JOB TITLE:	Studio Manager
HISTORY:	In 12 years as an artist and senior designer, Pete has worked on over 100 titles, but refused to name any of them.
INFLUENCES:	Pete is a fan of the previous Speedball games but has since been influenced by the graphic styles of Ben Malone and Mark Caleen.

OTHER INFORMATION

WEB SITE:	www.britbp-brothers.co.uk
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RALLY CHAMPIONSHIP

NOTE:

FORGET KICKING IT ON THE BEACH TRACKS OF GREECE, THIS RALLY GAME BRINGS YOU THE GRITTIEST REALISM. HELLO WALES...

PRODUCT SPECIFICATION

STYLE:	Rally sim
PUBLISHER:	EA/Actualize
DEVELOPER:	HotGen Studios
RELEASE DATE:	March

RIVAL RALLY:	
--------------	---

M-RALLY 2:	
------------	---

RALLY CROSS 2:	
----------------	--

COMPLETE:	90%
-----------	-----

QUOTE:

"The graphics leave Colin McRae standing..."



The cars are superbly detailed, with tiny tatty and little details such as the working brake and reverse lights.



Masochists can do some real damage to their cars, but, fun as that may be, knocking lamps off your appendages? vehicles to the test.

BUT WHAT ABOUT COLIN?

Let's face it, *Rally Championship* may boast exhaustive realism, but it's time to go some to make us ditch *Colin McRae Rally*. Has HotGen going to compete against the Scottish smoothie?

HotGen's Fergus McGovern reveals his masterplan. "It's all down to the look and feel of the game. In *Rally Championship* there are several hair-raising sequences that

take place in narrow defiles where the sensation of speed and danger is quite breathtaking. There's a level of authenticity that hasn't been achieved before."

Give us one good example then Fergus. "We've endeavoured to provide a high level of excitement, using long tracks and realistic handling."

Like it. But where does Rally Champ really blow Colin off

the road? "We feel the graphics leave CM standing. We managed to build a system that provides glitch-free streaming of the course data straight from the CD. This

gives us more detailed environments. There's no texture distortion, pixelated sprites or pop-up. With our graphics, realism and two-player game we hope to take

PlayStation nailing to the next level."



Somewhere among all this flawless reality there might just be some surreal surprises. On the subject of hidden stages Fergus could only comment cryptically, "Think Alice in Wonderland".

Fflying isn't about personalities (how many drivers can you name that aren't called Colin) it's about places. The ice fields of Sweden, the hairpinning coils of Corsica... Each exotic locale conjures up its own image of four-wheeled madtards trying to turn the wild country. But nowhere is rallying more elemental than amid the scowling landscape of The British Isles.

No-one comes to this rain-splashed, Atlantic Roaster for a warm welcome, but inauspicious doesn't even begin to describe it. Which is why *Rally Championship* (officially endorsed by the British Rally Championship) is focused entirely upon our septic isle. Suggest to developers HotGen that they might be taking a slightly narrow approach and you'll get a bullish response from their main man, Fergus McGovern. "If you want to jump around the globe via a whole load of thinly-conceived sequences, then fine, but we know that if we really concentrated on just one real-world scenario, we could push the whole game on to the next level. We feel this has let us go into much more detail with the look and feel of the game – authenticity has been paramount."

So instead of the usual ice, desert and hidden lava levels, we'll face courses that subtly change as the stages progress through different parts of the country. Superimposed on that will, of course, be Britain's notoriously fickle weather. Conditions may range from gorm to bloody diabolical, but you'll never be able to predict them. You'll be tested in the rain, snow, ice, fog and every conceivable condition in between, at different times of the day," remembers Fergus, twirling his moustache villainously. "The snow alone had eyes popping



Controversy mars the world
HotGaming Championship or the FIA's car
their prototype 4-wheeled sledge

out when we first showed it. Personally I like the night stages best."

Rally Championship doesn't force you to spend time panel-beating your car if you plunge it straight into the nearest ditch, but you might stay on the road a little longer if you set up your suspension and tyres to cope with the prevailing conditions. You'll get the chance in between stages, or you can just accept the AIS recommendation if you're only interested in left/right/accelerate.

Whatever your rallying bent, Rally Championship intends to service your needs with 21 licensed cars (class A5 to A8) and 36 stages plus 12 two-player circuits that cover more than 700 miles. And once you've completed all that, you can do it all again in reverse. What's more, HotGen are bucking rallying convention by sneaking in multiple routes. Tell us more Fergus. "While rallying real skill points here. Most players won't make it to the alternate route, because they'll never know they're possible. But if you do find them, you'll shave off a few valuable seconds that can mean the difference between a championship and eating worms at the bottom of the garden."

Aisy Championship is being geared towards realism. From stages that were modelled from live footage of the real courses, to authentic car handling, to graphical effects like the weather and cumulative dirt and damage on your motor. Then there's the depth sorted. But with multiple routes, off-road action and an emphasis on the harshest stages of the British Rally, HotGen are clearly out to make Rally Championship a mud-flinging, game-bending treat. Find out more next month. ■

Mark Donald



Picture this. Rally Champ looks so gorgeous that EA are thinking of publishing these screenshots as a range of attractive postcards. Possibly



Game modes will include the British Rally Championship, the AIS Championship, Tow Trial, Arcade (battle against a field of cars) and two-player split-screen (horizontal and vertical).

DESIGN PROFILE

COMPANY:	
NAME:	Fergus McGovern
JOB TITLE:	Managing director
HISTORY:	Fergus has been in the industry for years, previously helping up Probe Entertainment which brought us the Hard Drivin' and Alien Trilogy.
INFLUENCES:	Rally Championship was originally developed by Rivalsoft for the PC. The PC version was first-class and HotGen look like they're going to produce a port that'll do PlayStation users proud.

OTHER INFORMATION

WEB SITE:	www.ea.com

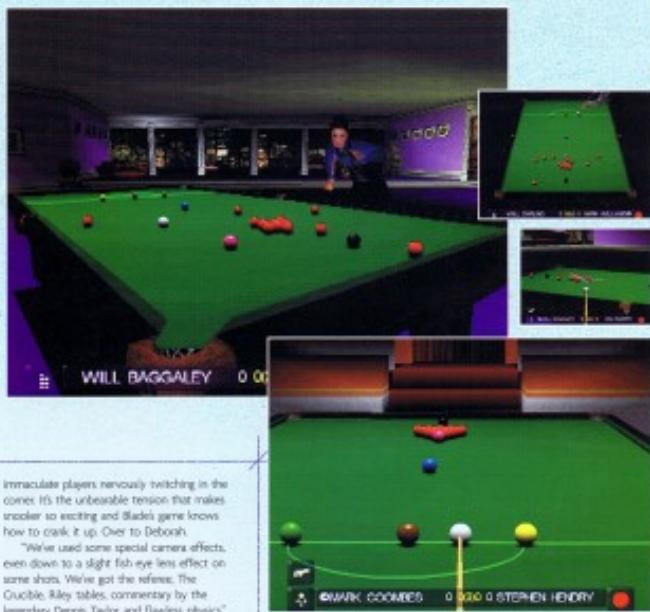
WORLD CHAMPIONSHIP SNOOKER

NOTE:

YOU'VE GOT TO HAVE BALLS TO TRY AND MAKE A SNOOKER GAME. 22 BALLS IN FACT...

PRODUCT SPECIFICATION

STYLE:	Snooper sim
PUBLISHER:	Codeasters
DEVELOPER:	Blade Interactive
RELEASE DATE:	March
COMPLETE:	75%



Snooker games beg the question: why? A gentle pursuit invented for evenings pottering around the lounge, why would anyone want to play it on the crackling grey joybox that now dominates most front rooms in Britain? **WHY?**

Firstly, a snooker game has never been done on the PlayStation. There's no arguing with that, but Deborah just wasn't up.

"Secondly, in terms of television ratings, snooker is the second most popular sport in Britain," **Really?** "And thirdly, we're doing it because we can. Snooker is extremely difficult to simulate. 3D physics, with polygon characters and lots of tricky-to-get-right balls, like Blade have no less than four 3D physics, ably assisted by the legendary Mike Singletary. I know this sounds boastful, but we have created what many others have tried and failed to pull off."

Well, that's told us. And to be frank, we've had a good feeling about Snooker since we first clapped eyes on it. It looks a cut above the average cue-jostling game as Blade have painstakingly recreated the intense atmosphere which makes the great matches so compelling. The breathy commentary, the dry coughs, the

immaculate players nervously switching in the corner. It's the unbearable tension that makes snooker so exciting and Blade's game knows how to crank it up. Over to Deborah.

"We've used some special camera effects, even down to a slight fish eye lens effect on some shots. We've got the referee. The Crucible, Riley tables, commentary by the legendary Dennis Taylor and flawless physics."

It's true, BBC balls look incredibly round considering they're made up of a bunch of square pixels. "We're very proud of our balls," says Deborah. "Most other games balls look odd and don't behave correctly" but Blade's curved polygons dispense with all that so you can even chip the ball close off the table and fill your boots in the trick-shot sub-game.

Mastering the rub of the green is vital, because you can't just even straight into The Crucible. First you've got to hawk your ash shaft around snooker's wildest regional clubs. Untamed bear pits that must be conquered before you can wipe the floor with the motion-captured likes of Stephen Lee and Stephen Hendry in The Crucible. Verily a billiards triumph is in the offing. ■

Mark Donald

When the game knows which pocket the ball is heading for, the camera swings round to give a televised view from behind the pocket.



DESIGN PROFILE

COMPANY:	Blade
NAME:	Deborah Jones
JOB TITLE:	Managing director
RESTRICT:	Blade's last historic figure is Mike Singletary who began his career on the ZX Spectrum

Influences: Blade's innovation is just the bubble desire to create a game that does the sport justice

Ssssh! Here's that authentic BBC view

QUOTE: "We're very proud of our balls..."

LET'S GET READY TO RUMBLE



READY 2 RUMBLE BOXING

SALUA TUA
STALKED BY HARPON-TOTING WHALERS

AFRO THUNDER
THE BIGGER THE 'FOO, THE HARDER THEY FALL



IN-GAME ANNOUNCEMENT BY • MICHAEL BUFFER • THE VOICE OF CHAMPIONS™

16 TOTALLY FUNKY FIGHTERS
READY 2 GET DOWN & GET IT ON!
HIDDEN COMBO MOVES FOR CRUSHING PUNISHMENT!



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MIDWAY
www.midway.com



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★ MIDWAY ★

COLONY WARS: RED SUN

NOTE:

IN SPACE, NO-ONE
CAN HEAR YOU
CREAM WAVE
AFTER WAVE OF
ALIEN SHIPS...

PRODUCT SPECIFICATION

STYLE: Space combat

PUBLISHER: SCEA

DEVELOPER: Psygnosis

RELEASE DATE: March

COMPLETE: BOX



Conce upon a time, in a galaxy not so far away, a game called *Colony Wars* was released on PlayStation. A massive space battle ensued and those that survived were rewarded some time later with the sequel – *Colony Wars: Vengeance*. Now, in the tradition of all great space operas, the series will attain trilogy status. PSM contacted lead designer Simon Stratford via a subspace carrier wave to discuss his plans for the game and the imminent conquest of the universe.

"*Red Sun* is a sequel – which in this industry doesn't always bode well," begins Simon. "Nevertheless, there's room for improvement in every game, and every developer or player has an opinion on how a game can be improved. So we've taken as many of those opinions as possible, found the common ground between them and built on it." Some of those building blocks include a professionally written script, over 20 minutes of FMV plus an original orchestral soundtrack. Details of the plot are being kept secret, but PSM did manage to discover that



you play the role of a mercenary and that *Red Sun* is the code name for the female enemy you hunt throughout the game. Curious...

When quizzed

about typical missions, Simon claimed that "there are no typical missions in *Red Sun*." However there will be plenty to keep you busy – gladiatorial dogfights, escort missions, full-on military operations and giant alien-jellyfish harvesting missions. As you complete these missions you'll earn money which can be used to repair and upgrade your ship.

"There are eight new player ships to buy if you can afford them, and each one brings new depth to the task of configuration for that elusive perfect dogfight". Bigger guns and missiles will obviously figure heavily, but Simon also indicated that cloaking devices will be among the 40-odd items available. With such Tech-tions on offer, Jean-Luc Picard had better just watch his back... ■

Justin Calvert



The explosions
are London's millennium
efforts to share



Battles in deepest, darkest space are only the beginning. It's a new ball game on the planet's surface

DESIGN PROFILE

COMPANY:	Psygnosis
NAME:	Simon Stratford
JOB TITLE:	Lead designer
HISTORY:	After studying English literature Simon worked on "the occasional game." He's never heard of it either.
INFLUENCES:	Simon's a big fan of Star Wars and Babylon 5, but also claims to be influenced by Star Trek's Star novels.

QUOTE: "Details of the plot are being kept secret..."

グランディア

GRANDIA



Esp

Ubisoft

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The legendary Japanese RPG, at last coming to your PlayStation

PREMIER MANAGER 2000

NOTE:

INFOGRAPHES STRIP OFF THEIR LATEST PREMIER MANAGER UPDATE...

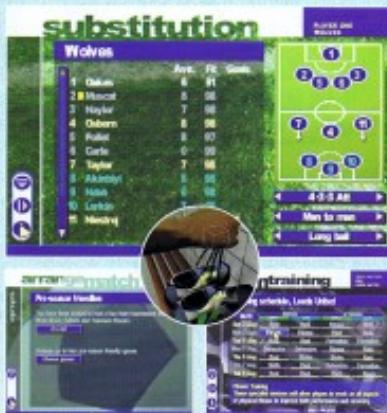
PRODUCT SPECIFICATION

STYLE:	Football management sim
PUBLISHER:	Infogrames
DEVELOPER:	Inhouse
RELEASE DATE:	March 2000
COMPLETE:	85%

As a self-confessed Wolves fan, Phil Bradley might not seem the obvious choice to produce a footy management sim. Nevertheless, he is the man Infogrames are entrusting with the latest version of their hugely-successful Premier Manager series. PSM talked him on why he thinks Premier Manager 2000 is going to be the best football management title to appear on the PlayStation to date.

"Premier Manager 2000 gives every football fan the chance to fulfil their dream of leading their club to glory," begins Phil. "If you are successful at a small club you can apply to take over bigger clubs for a new challenge. Failure will lead to you writing begging letters to the chairman of the bottom club in the league!" In addition to teams in all four of the English divisions, you'll be able to manage sides from the top two divisions in Germany, France, Italy and Spain. There are also a number of non-league sides from each country included, who will get promoted to the lower divisions now and then.

As with any good management sim – or at least one that is seeking to accurately represent the sport – finances, or the lack of



them, play an extremely important role in Premier Manager 2000. Obviously the transfer market will be the most exciting manifestation of this, but you'll also have the opportunity to get involved in sponsor selection, ground and facility development, the hiring and firing of staff and, of course, ticket prices.

The matches themselves can be followed via text or a 3D match engine based on the one used in Actus Soccer 3 and accompanied by a Barry Davies commentary. "Every match you play is completely different. There are so many events in Premier Manager 2000 as in real-life, that no two matches will ever be remotely similar," claims Phil, setting himself up for a full should next month's preview code not deliver on his ambitious promise.

An even more impressive claim is that Premier Manager 2000 will give you the option to compete alongside up to three of your mates, providing you all choose teams from the same country. An interesting prospect indeed. Then again, so was England versus Scotland. ■

Justin Calvert



Every match you watch will be accompanied by Barry Davies' commentary



The 3D match engine, based on that of Actus Soccer 3, sets a new standard as far as football management titles go

DESIGN PROFILE

COMPANY:	Infogrames
NAME:	Phil Bradley
JOB TITLE:	Sports producer
HISTORY:	Phil has produced over a dozen titles but says the best game he worked on was <i>Ed-Van</i> on the SNES
INFLUENCES:	Phil's been sent a lot of time editing committee's titles to ensure that Premier Manager 2000 is the best

QUOTE: "Every match you play is completely different..."



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ROUND UP

DEVELOPER BY DEVELOPER, THE GAMES COMING TO A PLAYSTATION NEAR YOU SOONISH...

PRODUCT DETAIL



Rugby 2000

EA's half-decent should be by far the most realistic rugby game to date, featuring play-by-play commentary from Bill McLaren and beary New Zealand centre Jamie Sutcliffe.

OTHER INFORMATION

Web sites to visit for game overload:

Lionshead: www.lionshead.co.uk
Have a detailed eye on that app selection and big, gaudy plans for PlayStation.

Brosaurus: www.brosaurus.com
Scrabble, draughts or checkers? Oh no, it's Brosaurus! (Rushmore) and Jennifer Park. (Doomsday) (3DO). See page 102.

PDX2 Online: www.pdx2online.com
Possibly the best multi-player PDX2 site ever, with a massive collection of 800 online players.

WiiFaction: www.wiffaction.co.uk
Home of *AlleyCat*, *Cat and Jester*, *Cat's*... (TechnoGaming, Olympia, 2000).



MEDIEVIL 2

SCEE: www.playstation-europe.com

Skeletal Sir Dan returns to do battle with Lord Palefalcone across 17 free-roaming levels in this SCE sequel to the stylish MediEvil.



RUGBY 2000

Electronic Arts: www.ea.com

20 real international teams and over 400 players – if it's in the game it's in the game etc. Due for release in March from EA Sports.



SAGA FRONTIER 2

Square: www.square.co.jp

An unusually innovative RPG which promises to combine freedom and linearity as you progress through one of the multiple scenarios. Out from SCEI.



ONIMUSHА THE DEMON WARRIOR

Cascos: www.cascos.com

Originally planned for PlayStation, Capcom's forthcoming survival horror epic, receives a continual facelift as it gears up for PlayStation2 launch.



BATTLETANX II: GLOBAL ASSAULT

3DO: www.3do.com

Put your tank against that of a friend as you pay no attention whatsoever to the surrounding city. Chaos and destruction coming in March.



STAR OCEAN THE SECOND STORY

Ehix: www.ehix.co.jp

An RPG boasting around 80 possible endings. Have DragonQuesters Erik gone mad? Find out in the spring when SCEI give it a release.



GALERIANS

ASCII: www.ascii.co.jp

Use your telepathic powers to do battle against evil in Neo-Tokyo. Publishers Crave promise three CDs of unforgettable gameplay sometime around April.



EHRGEIZ

Square: www.square.co.jp

Ever wondered how the FFA lot would do in a real fight situation? Out in the UK from SCEI, Square's free-roaming beat 'em up lets you find out.



MARVEL VS CAPCOM

Capcom: www.capcom.com

It's Street Fighter versus Spider-Man as Capcom chum out yet another 2D fighting game for Wright in the UK, using their unique ten-year-old formula.



SYPHON FILTER 2

989 Studios: www.989studios.com

Confirmed for April in the UK from Sony, expect new weapons and levels but an old face in Gabe Logan. Rumour has it, SF2 is so big, it'll appear on two discs...

PRODUCT CONTACTS

ACCLAIM: 0171 344 5006
www.acclaim.com (UK) + 34 91 534 0000
www.acclaim.com (US) + 1 800 334 1000

ACTIVISION: 0895 404 700
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Codemasters: 01934 811 100
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Core Design: 0181 636 1800
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Eidos Interactive: 0181 636 1800
www.eidos.com (UK) + 44 181 636 1800
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Electronic Arts: 0171 549 4442
www.ea.com (UK) + 44 171 549 4442
www.ea.com (US) + 1 800 334 1000

Grolier: 0865 264 800
www.grolier.com (UK) + 44 181 264 800
www.grolier.com (US) + 1 800 334 1000

GT Interactive: 03953 325 700
www.gtinteractive.com (UK) + 44 1908 325 700
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Infogrames: 0201 817 8000
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Interplay: 0171 551 4166
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JV Interactive: 0171 249 3520
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Konami: 0181 479 5000
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Mindscape: 01793 611 500
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Psygnosis: 0181 383 3006
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www.psynopsis.com (US) + 1 800 334 1000

SCEA: 0800 111 877
www.sceainc.com (UK) + 44 181 550 0000
www.sceainc.com (US) + 1 800 334 1000

Take 2 Interactive: 0171 551 4144
www.take2.com (UK) + 44 171 551 4144
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FEATURE



IN COLD BLOOD

FACT ATTACK

Publisher: SCEA
Developer: Revolution
Release: May
Genre: Point & Click

FORGET PLAYSTATION2. THIS YEAR WILL WITNESS THE LAUNCH OF THE MOST AMBITIOUS PLAYSTATION1 GAME YET. PSM BRINGS YOU THE QUIET STORM THAT IS REVOLUTION'S *IN COLD BLOOD*...

Words: Chris Butcher Photography: Marlon Burton

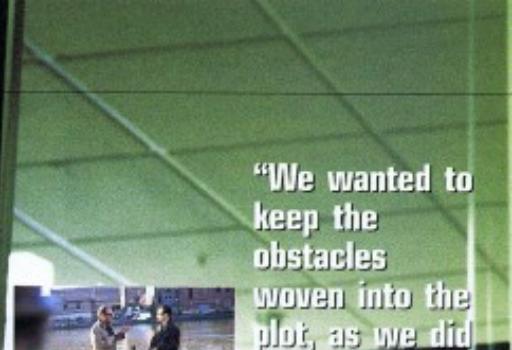


PSM makes the dead letter drop. Location: Classified Secretarial, N.Y. York



The Broken Sword games cemented Revolution's reputation as one of the few developers capable of creating compelling point 'n' click adventures. Here were two challenging, well-balanced games that looked great and told sophisticated stories. But point 'n' click? That's a bit old hat, isn't it? Brings to mind wheezy old PCs with blocky graphics and beepy sound. Hardly very now, is it? Thankfully, Revolution felt the

►



THE COLD-BLOODED CAST

CORD

His name's Cord, John Cord, MI6 agent and the hero of *In Cold Blood*. At the start of the game, Cord is being tortured. By where and for what reasons, you don't know. But all that torture triggers a flashback to a seemingly routine mission in the newly independent Russian republic of Volgaria...



KOSTOV

"Imagine Brian Blessed as a Russian freedom fighter," is the way Charles Cecil likes to introduce Cord's contact in Volgaria – the base-lie Ensign Kostov of the VPF (Volgarian Freedom Fighters). So, he'll be the one picking lots of the money from his teeth at regular intervals then.



NAGAROV

Anyone described as "the sort of character Peter Cushing played" has to be a biter and fitterly Dmitri Nagarov, the ruthless dictator who has seized power in Volgaria, is the arch-villain of the piece. He tortures Cord at the start and he's also known to use a double for public appearances...



CHI

A canny Chinese agent, Chi-King Cheung infiltrates Cord even more than the Americans. Cord first runs into Chi during the opening mission of *In Cold Blood*. In later missions, she's taken hostage by the Volgarians and you may even end up having to trust her. But how far?



same way when they started designing what would become *In Cold Blood* – an espionage thriller that aims to mix action and adventure gameplay with the story and production values of a Hollywood blockbuster.

"We wanted to get away from point 'y' click," states Revolution MD and *In Cold Blood* executive



Our man infiltrates secret information... Helped along by Super Grimes Good

producer Charles Cecil. "We decided that it was too panel as a gameplay mechanism. What we've produced is an action-based game that's primarily about stealth but also about shooting, so it's immediately an exciting environment." Now all that talk about sneaking and shooting may sound a little like *Metal Gear Solid* or even the *Resident Evil*, but five minutes with this game and it's clear that Revolution are more intent on creating the next benchmark for story-based gaming than attempting to outdo Konami's classic.

Like the *Broken Sword* games before it, *In Cold Blood* wants to spin a cracking yarn, in this case a tale of espionage and betrayal set in the Near Future, China and the US are on the brink of war over Taiwan, and the newly independent state of Volgaria (somewhere in present day Russia), rich in the rare resource of blue nephrite, is under the iron grip of the dictator Dmitri Nagarov.

Blue nephrite exists in real life and it's believed to offer the key to superconductivity at room temperature. In



"We wanted to keep the obstacles woven into the plot, as we did in the *Broken Swords...*"

— Charles Cecil

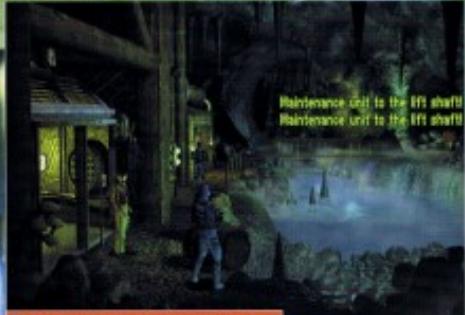


the game, this lets the Volgarians create highly-advanced computers and weapons technology and give Nagarov considerable strategic clout with the Chinese and the Americans.

Not that you know any of this because *In Cold Blood* starts rather confusingly. And deliberately so. The opening sequence has your character – MI6 agent John Cord – being tortured by Nagarov, with mechanics flashing through his head and on your screen. Cord has cracked up and can't remember how or why he got there. But as he's tortured he starts to recall fragments of his past and, as his mind replays events, so

the player gets to play through these episodes in the game. In fact, you'll have played through two-thirds of the game before you arrive at the point where Cord is being tortured. The last third resolves the story.

OK, so that may seem like nothing more than an elaborate



Blue neophyte misses the fission state of Virgil provide the backdrop to the stealth action



backstory to get you playing the missions, but that's rather like saying Gran Turismo 2 is nothing more than a fancy driving game. Charles Cecil takes his stories seriously, analysing classical screenwriting techniques and story structures and applying them to Revolution's games. He enthuses that *In Cold Blood's* fractured plot line is, "A very exciting way of telling a story for us as game writers, because you can actually have the exciting incident at the start and it creates anticipation about what's going to happen. But since you don't know why it's happening we hopefully maintain the excitement and the tension." But, as Cecil explains, for Revolution, the story is never just an excuse for the game – the two have to be inextricably linked.

"When we came to planning *In Cold Blood*," he says, "we decided

that we wanted to keep the obstacles logically woven into the plot, as we did in the Broken Swords, rather than put in silly puzzles. Although," he adds, "it is very tempting to come up with silly puzzles as they're so much easier to think up."

Cecil cites such puzzles as one of the reasons for the decline of the point 'n' click and it's hard to disagree with him. "People



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PAY ATTENTION NOW, 007

No self-respecting spy thriller would be complete without a selection of Q-style gadgets. The one you'll use most in *In Cold Blood* is the Remora, a chunky '70s digital watch...



REMORA DATABASE

The Remora's database function keeps you informed of what's what and who's who. It provides information on your mission status and background on what Cord and Mila knew about *In Cold Blood's* characters, objects and locations.



REMORA MAP

The Remora map facility helps you navigate during a mission, while the Remora's scanner comes in handy for tracking the patrolling guards and robots. Once you know where they are, you can decide whether to avoid them or just steal it.



REMORA IR LINK

The Remora also sports an infra-red link enabling you to interface with other computers. Walk close to one and establish a link, which enables you to hack into the Virgilian computer network, operate key bits of kit and obtain info.



understand the grammar of them so well," he expands, "that they could immediately see the solutions to the puzzles. So developers tried to stop them by making the puzzles 'logical.'

In Cold Blood's story is split into nine missions. Both the sweep of the

FEATURE

GOT A LIGHT?

Want to know how *In Cold Blood* will play? Here's the opening scene of a mission to give you a clue.



After using a rope launcher to get to a train, Cord finds himself stuck in an inspection area. To get out, he needs to put his one and only Impact mine on that door in the middle of the scene. Just stand well back.



Still in the bowels of the lead train, Cord has made it to the motor engine room. There seems to be only one way to go, down the left-hand side of the engine. However, the service lift at the end isn't there and there doesn't seem to be any way to activate it. Or is there?



As Cord walks down towards the lift, his attention is caught (i.e., his head turns) by a smoke detector. Now where I have a lighter in his inventory? So flick the Zippo under the detector...



...and the alarm will go off, surprising a technician, who's a little surprised to meet a member of the British Secret Service. Still, he has brought the lift down, so all Cord has to do is shoot or knock him out, but there may be guards up above and a gun shot could alert them. Oh, decisions, decisions...



Dark atmosphere hangs over much of the game. (Suspense? By the numbers)

► story and the scale of the game are lost, taking in some 400 cameras in around 300 different locations. As this suggests, when Cord walks from location to location, the game often "cuts" to a closer view of an area he's in, or to something he's looking at. It's a familiar technique, used from *Alone In The Dark* through to the Resident Evil's last *Resident Evil* and *Resident Evil 4*. Revolution are confident their story-led approach offers something unique.

Revolution aren't afraid to take their inspiration from anywhere they find it. If an object in a room is visible, then Cord will turn his head and look at it as he walks near. "We didn't want to highlight objects because we felt that was a bit crude," explains Cecil. Just like *Granite*, *Fangs* on the PC, offers PSM. "Absolutely," admits Cecil. "We're not ashamed to take a good idea from somebody else."

With the more ponderous and detached point 'n' click interface gone, the real-time action can be a lot more urgent than Revolution's previous adventures. "We wanted to put more pressure on the player," explains Cecil, "but at the same time it's not meant to be unreasonable pressure." So, in most locations, you won't be forced into a gunfire straight away but will have the time



TALKIN' 'BOUT A REVOLUTION...

PSM: In *Cold Blood* clearly applies to certain cinematic qualities in both its look and structure. Were there any films in particular that influenced you?

Charlie Cecil: What we tried to avoid was *James Bond*, because it's very easy to fall into all the Bond clichés. The structure of *The Usual Suspects* and action films like *Azrael* were greater influences. It's a little pretentious to say we wanted to be like those films, but we wanted to look at the intensity of them. It's a question of combining action with a strong story.

But isn't the nature of gameplay which is about doing things, at odds with storytelling which is about being told things?

My feeling about this is that if we try and write films as games then we'll create more digesters like the interactive movie. If we look at films and try to work out how best to apply what we can learn to interactive entertainment then we start driving things forward. Films are all about motivating the characters in their efforts. In a game, it's very similar. We're motivating the player. Provided the obstacles are legitimate and fun...

How do you see plot-based games developing in the future?

Two main people in this industry are just producing a game that's slightly better than the last one. If there is a quantum leap to be made – and I'm not saying there definitely is – then it is by studying what audience is about and what people want and how to come at it from a different angle.

But surely these changes are partly dictated by the technology?

Absolutely. And certainly with PlayStation 2 we face a huge creative challenge. We're very excited by PlayStation 2 and we're very honoured that we're one of the five developers who've been granted a license. We've got to learn. We've got to extend the theory to apply it to the new technology because the opportunities made available by PlayStation 2 are everything else since. We were actually approached by the PlayStation 2 division of Sony. Their remit from Japan is to create games with emotion and they identified us as people who took this whole area seriously so I'm really looking forward to seeing what can and can't be done.

"We wanted to put pressure on the player, but it's not meant to be unreasonable pressure" – cc

"I like games where you can actually progress fairly quickly..." - cc

CHARLES' REVOLVING RESUME

Revolution was set up by Charles Cecil, Tony Wimmer and David Sykes. Cecil first cut his teeth coding adventure games for the ZX81, Spectrum and Amstrad computers. Revolution have championed the story-led adventure, producing acclaimed point 'n' click adventures.



1992 LURE OF THE TEMPTRESS

Revolution's first game topped the charts for the ST, PC and Amiga with a compelling sword 'n' sorcery tale which featured the incredible innovative (at the time) of a real-time game world.



1994 BENEATH A STEEL SKY

A second number one on Amiga, ST and PC, DASS – as it was universally known – was a sci-fi game distinguished the graphic talents of 2000AD/Dr Watchmen artist Dave Gibbons.



1995 BROKEN SWORD

Revolution's first PlayStation title used Disney-trained animators and a classical score by Barrington Pheloum to augment a mysterious mystery about the Knights Templar. It scored 4/5 in PSWUZ.



1997 BROKEN SWORD II

George and Nica from Broken Sword visit Peru and the Templars for South America, an ancient Mayan prophecy and a deadly drug baron. BSII used the same creative team as its predecessor and scored 4/5 in PSWUZ.

to work out what's going on first.

A stealthy approach is vital, however – you're a spy, not a soldier; after all. Shooting the Volkian guards that patrol the locations may help you out in the short term but your gunshots will alert other guards who'll hunt you down. How In Cold Blood will trade off stealth and shooting is still under wraps as Revolution balance the game prior to its May release. Whatever the result, the game, and the story, should move at quite a pace.

"I like games where you can actually progress fairly quickly," says Cecil, "so we give people large areas to explore. And we'll never force the character to go needlessly all the way to the beginning of a section,

we always want to give the player that sense of progress."

So, In Cold Blood is a sneak 'em up, an action game and an adventure, while simultaneously packing the visuals and storyline of a top Hollywood blockbuster. That's a bit ambitious, isn't it? "It sounds



This is much more like it. A dirty great big bomb to spice the action up a bit.

complicated but, as in a good story, it's actually very simple," claims Cecil. "But hopefully, the player will only realise this at the climax and go, 'So that's what it is!'"

Revolution may have set their sights high but – judging from the quality of the early code – In Cold Blood shows every sign of pushing what used to be called the adventure into brave, new, exciting and cinematic territory. Book your tickets now. ■



E-mailing details back to FHM, we here that... we was never seen again.





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PREVIEWS

FEB 2000

PlayStation Magazine

MOST WANTED

THE FUTURE GAMES PSM IS DESPERATE TO GET ITS GRUBBY LITTLE JOYPADS ON

- 1. MACRO MANIACS**
Codenomicon
The Marat's ready, the chains are in position and the fight's have already started.
- 2. DRIVER 2**
Midnight Interactive
The drive to work each morning just doesn't cut it so get in car classes for some real action.
- 3. BIOHAZARD: GUN SURVIVOR**
Capcom
Death, hopefully, isn't far away as S-Cars and PSM have got their teeth bitten. Let's go!
- 4. SPEEDBALL 2100**
Bigiron Interactive
Paul can't wait to get back to the future with these cheeky Return Brothers.
- 5. PLANET OF THE APES**
Fox Interactive
A game that's been waiting to happen since... well over 20 years. The apes are back.

A.W.O.L.

...OR 'WHERE THE HELL HAS THAT GAME GONE?' PSM HUNTS DOWN THE GAMES THAT HAVE GONE MISSING IN ACTION

Prince Naseem Boxing

Codemasters

Due to hit the shelves almost a year ago, Codemasters' cocky pugilist still doesn't have a definite release date. Latest news? Relapsed preview code is on its way and Nas will be replaced by Mike Tyson for the US version, both tentatively pencilled in for an April release.

	Rally Masters 052
	Infogrames invite you to join them in the dirt arena.
	Beatmania 054
	You too can spin like Monstar Mike, thanks to Konami-san.
	Theme Park World 056
	Measuring sim game - but for all the right reasons...
	The Dukes Of Hazzard 057
	Feel that fantasy of driving Miss Daisy in the General Lee.
	Rollcage Stage II 059
	Win/lost on wheels with sweet, sweet mayhem.
	Cool Boarders 4 060
	989 Studios take to the slopes where UEP Systems failed.
	Guilty Gear 061
	A 2D-slap 'em up fresh from a successful tour of Japan.

INCOMING...

JUST A FEW OF THE GAMES YOU CAN LOOK FORWARD TO OVER THE NEXT COUPLE OF MONTHS...



Rally Masters Race Of Champions

AFTER CORNERING THE SAFETY-CONSCIOUS MOTOR AND ATTRACTIVE PINE FURNITURE MARKETS, THE SWEDISH ARE MOVING INTO VIDEOGAMES



Swedish developer's Digital Illusions started life making pinball games. They were rather good at it too, but eventually had to admit that the future of videogames was unlikely to involve a little chrome ball bouncing around a confined environment. But all that experimenting with ball-bearing physics wasn't to go to waste. Racing games - with their emphasis on playing from one collision to the next - were the natural next step, and so, Rally Masters was born.

The Rally Masters: Race of Champions meet occurs in Gran Canaria after the last round of the World Rally Championship. It's a bonus event that has no effect on the driver's overall World Rally standing, but is a damn good excuse for a sun-drenched junket to the Canaries.

The race format is little different from the usual wet weekends in Wales that were used to. In this race, two drivers set off side by side on adjoining tracks that effectively create a dual carriageway. The track crosses over on itself so that, by the end of the run, both vehicles have travelled the same distance without ever meeting each other.

Now it would be reasonable to suggest that an entire game based around one track is possibly pushing things a bit. But the guys at Digital Illusions aren't known for sitting at those

idea desks twiddling their thumbs. Realising the disastrous effect a one-track championship could have on the game's lifespan, they've been busy making up new ones and to date 45 tracks spread across six nations should make the final version.

And if that means a lot of work has gone into the track selection, then you should take a look at the range of vehicles on offer. The final count has yet to be decided, but expect all of this year's contenders to undergo a polygonal makeover (Ford

"Using the digital controls is surprisingly intuitive..."



Rally Masters'

locations - Italy, England, US, Indonesia, Gran Canaria and, naturally, Sweden - offer a pleasing environmental contrast



The physics model applies force individually to each wheel as realistically as possible. This is then tweaked to keep the game playable



Rally Masters using the digital controls is surprisingly intuitive, with cars responding authentically to your every command, so that after a few laps you're beginning to powerslide around the wider corners with aplomb. The analogue option isn't quite as immediate, feeling too loose for comfort, but hopefully this will be addressed prior to release.

If the handling is realistic, the game's structure has come from the arcade side of the tracks. There are a number of Championships including the usual stage-based stuff, a rally cross option (four cars on track simultaneously), an Arcade Mode (start from the back of the grid and overtake everyone), and, of course, the Race Of Champions. Such a comprehensive option should ensure plenty of longevity but just to be sure, you'll also be able to make up your own championships by choosing categories and tracks from the overall selection.

So then, concrete proof, that pinball simulations are the perfect introduction to the world of rallying games... ■

Mark Donald



Like all racing games these days (blame GT, if you must), Rally Masters' vehicle selection includes a generous range of real-life rally cars.

WATCH OUT FOR...

THAT OH-SO FANTASTIC HANDLING



The most crucial aspect of a rally game has to be the handling. Graphics won't save you (though they always help, of course). If you can't get the car to power slide around turns, slow and load just like they do on BBC2. Thankfully, this is Rally Masters' forte. Throw your car sideways into a corner with the necessary velocity, apply opposite lock while hitting the accelerator and slide as you power yourself out of trouble (almost) every time - the satisfaction from getting it right can't be underestimated.

OPINION

PSM POINTS

- Real yet playable handling
- Decent graphics
- Plenty of longevity

PSM POINTS

- Fantasy library on cars
- Analogue handling comes off
- Can it take on Colin?

ADVANCE WARNING

Currently, Rally Masters' controls are a bit wonky and need to be sorted. The various modes of rally should keep players busy and the option to construct your own stages will really stretch the Lifespan possibilities even further.

Beatmania

JAPANESE BEMANI WEIRDNESS WITH A EURO TWEAK FINALLY MAKES IT TO UK SHORES. THE BEAT GOES ON



A very simple principle is Beatmania. Step one, select style of music, a spot of light jazz in this case. Step two, frantically bash buttons as they drop down the screen. Step three? That's it.



The sounds of Moloko provide the backdrop to the garage level. You'll know it when you hear it.

The Japanese are almost slavishly obsessive about Western pop and keep up just about anything from these shores. Even Shampoo are cult heroes over there, for pity's sake. So in an effort to let the kids emulate their idols, Konami set about releasing a host of games that became known as the Bemani series. Beatmania was the first of these titles that enabled gamers to pretend they could DJ like Norman, play guitar like Jimi or drum like Keith. Needless to say the crowds loved it and the series went on to become hugely successful in Japan.

The question is can such a distinctly Japanese phenomenon repeat its success in the U.K.? The odds are long. Parappa The Rapper, despite being a great party game, never really took off in this country. However, Beatmania has learnt Parappa's lesson and is attempting to bridge the cultural divide with this European edition.

Let's just explain how the game works. Small coloured

blocks slide down the screen on a faux musical stave. When the block reaches the bottom, you press the button that corresponds to each note on the stave. One of the notes on the stave, by the way, is a scratching turntable, for that authentic DJ sound. It's a simple idea, which can get extremely frenetic once

"Just a few beats distinguish the house DJ from the pro"

you get going. As the tune kicks off, a flurry of blocks drag down the screen provoking button bashing not seen since the early days of International Track & Field and demanding the dexterity of a card shark.

The music on the Japanese version may not include feudal



Video animations running in the background provide endless amusement for the audience – until it's time for them to step into the limelight and have a crack. Then they'll find out how hard it is



woodwind instruments, but it can still be difficult to acquire a taste for it. Enter Konanai UK and their expert club consultants. First, make the game more accessible by drafting in UK hipsters Maloka and Sloewaff to contribute a couple of tracks. Familiarity with the music seems to make the game easier to play and the idea is probably to get used to the controls with the songs you know, and then build up to the less familiar strains of, well, Japanese hot seat.

Being a highly-competitive nation, the game includes a Two Player Mode in which you compete with/campaign your mate's coding skills. Both track user different scores, so if one person's really good, but the other is tame deaf, the chances are it's going to have the neighbours calling the noise police. Slipping up on just a few beats distinguishes the house DJ from an international pro, and look out because you're graded at the end of each of the five stages. Embarrassing if you turn out to be an E-grade dancer.

Small blocks slipping down a black screen might seem a little

A world of strange Japanese musical styles is at stake in *Stratosmania*. Retro Game's doesn't mean ABBA by the way...
—

dull graphically, but the developers have livened it up with a video window running all manner of psychedelic weirdness. Teddy Bears doing sit-ups that morph into angry Japanese Geisha girls, via a cartoon of Drizzy Gimpfle. Most unusual, but it gives your notes something to watch while you're thumping the keys or the pall. Or spinning the plate on the turntable controller vicinity, with which? Can't wait. ■

Dan Mayrin

WATCH OUT FOR...

THE SOOTHING SOUNDS OF THE JAZZ LEVEL



OPINION

◎ 人物

- Great tunes
 - Novel idea
 - Classic two-player game

© BOMINTEK

- Incredibly difficult
 - Graphically simple
 - Takes hours of practice

④ 采用以结果为导向的奖励制度

Yes, *Beetmania*'s a novelty. An elaborate version of Simon Says, but one that effectively exploits the popularity of modern club culture. Mix this on with a bit of Telstar 7 and it'll make great post-beatnik entertainment.

Theme Park World

ROLL UP! ROLL UP! READY FOR THE RIDE OF YOUR LIFE?
 YOU HAVE TO DESIGN AND BUILD IT FIRST...



Move the camera whenever you like checks to see new 3D angles. Don't forget to keep an eye out for problems such as litter, thugs and broken rides.

Subtle mood indicators give you some idea as to whether your park visitors are in the mood for fun or the plasters

Anyone who played the original *Theme Park* on PlayStation will know exactly what to expect from this sequel. As a theme park entrepreneur you must build and maintain your own version of Disneyland. But building rides is just a small part of your task. You have to hire various members of staff, researchers to develop the rides, security to deal with any trouble makers and cleaners to mop up all the sick from the kids who can't hold their ice cream.

If you want to raise in the cash then you've got to keep your customers happy, right down to building toilets in strategic locations. You can also employ performers to keep the kids interested while they queue up on the rides. The attractions don't stop as mini-games – amusements like Whack-A-Mole and Tortoise Racing are fun distractions from the summertime Golden Tickets.

In each park there are a number of Golden Tickets to collect. These are awarded when you achieve certain goals, like making a filthy great pile of lucre or herding a dangerously large number of punters through the summertime. Golden Tickets unlock other parks, namely The Lost Kingdom, Halloween World, Space Zone and Wonder Land.

Each one has its own theme; The Lost Kingdom is a Jurassic theme park with rollercoasters that plummet down dinosaurs' backs, while Halloween World features a bouncy castle in the shape of a giant brain. Lovely.

Theme Park World's main attraction though, is the new First-Person Mode, which enables you to walk around your park from a punter's eye view.

"The park's attractions double up as amusing mini-games"

WATCH OUT FOR...

THE SIDESHOWS, SUB GAMES AND, UMM, TORTOISE RACING



Aside from the main game you can access loads of little side games. Just instruct your ride controllers to research games and they'll present you something to play. This includes a slot machine, Gumball Show, Whack-A-Mole and even have a flutter on the dubious Tortoise Racing.

and even hop on board the rollercoaster you made earlier.

The odd thing about *Theme Park* is that you can't beat it. There's no end goal, you just keep accumulating cash and tinkering with your parks until you die. Once you've opened up all the different parks, you can switch between them at will, so if you get bored with one project, you can always move on and come back to it later. Which is exactly what we'll be doing when we return with the review next month. ■

Nick James



OPINION

PSM POINTS

- Hours of gameplay
- Highly strategic
- Great sense of humour

PSM POINTS

- Can be tiresome
- Basic graphics
- Clueless and unfocused gameplay

ADVANCE WARNING

Theme Park World has a lot to offer, but you have to put a lot of work in to get a decent return. It will be a challenge to find strategy buffs, but if you prefer action or adventure you had better look elsewhere.

Publisher: UBI Soft

Developer: SouthPeak Interactive

Number of players: One to two

Release date: March

PREVIEW

dukes/hazardous/driving/miss/daisy

The Dukes Of Hazzard

JUST THE GOOD OLD BOYS. NEVER MEANIN' NO HARM. BEATS ALL YOU NEVER SAW. BEEN IN TROUBLE WITH THE LAW. PROBABLY

The Dukes form some of the fondest TV memories of childhood, so we'll try not to let the mists of time cloud our vision... But damn it, the chance to drive the General Lee, the Duke Boys' famous orange Dodge Charger, is a small dream come true.

SouthPeak's PlayStation interpretation of the classic show is due out in March and it will be, as you might expect, a driving game. Conically rendered cut-scenes link each sequence together as you adapt the roles of various Duke clan members trying to save Uncle Jessie's farm from the repo

"There are loads of stunts to try..."

man. On the way you'll meet kickassers, die on the dusty highways with Sheriff Rosco and even go for a spin in Boss Hogg's big white Cadillac.

DOW is already playing pretty darn well, perfectly capturing the spirit of the show. This is due in no small part to the inclusion of the famous Waylon Jennings theme song over the wicked opening sequence. Further atmosphere is



added by members of the original cast who provide the in-game dialogue and Waylon narrates as the story progresses – just like an episode of the TV show. The gameplay also delivers plenty of Duke-ability. There are loads of stunts to try, off-road sections to explore and ramps just waiting to be hit at 120mph.

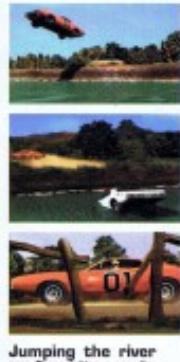
Our only reservation is that the arcade handling is a little heavy-handed at present, so getting around in the General Lee doesn't feel much like driving a car. Graphically, the environments also lack variety as the entire game takes place in and around Hazzard.

Enthusiasts will rightly wait for the Duke boys to come home with great anticipation. The presentation fits all the right country 'n' western notes (and includes the General Lee's air horn) so if the controls are fine-tuned and the graphics are jazzed up a bit, then we could all be having a hillocky ball come March. ■

Miles Gentry



Cut scenes between missions make you feel like you're taking part in a typical TV episode rather than just playing a game



Jumping the river
seen: Rosco taking a swim



WATCH OUT FOR...

THE ORANGE, MILITARY-RANKED ONE THEY CALL LEE...



Let's face it everyone watching TV in the late '70s wanted to jump ponds cars in the General Lee and now you can. Under any other circumstances, DOW would be just another driving game without the depth of GT or the looks of Ridge Racer Type 4. Check in the tangential dress, however, and it's a whole new bag of moonshines. Ladies and gentlemen, we give you the General Lee!



OPINION

POINT+

- Great soundtrack
- Varied objectives
- The General Lee

POINT-

- Linear mission progression
- Boring controls
- Basic graphics

ADVANCE WARNING

So many publishing licences these days favour TV shows that it's hard to believe they deserve at least one game. Think they'll sell? Consider the last *Dukes of Hazzard* still needs a lot of polishing.



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△○×□

www.playstation.co.uk/spyro2

DO NOT UNDERESTIMATE
THE POWER OF PLAYSTATION



Rollcage Stage II

STOCK UP ON THE SICK BAGS – OFF-THE-WALL RACING IS BACK WITH A VENGEANCE

CDevelopers ATD have been around for over a decade, working on titles such as

Cybermorph, Blast Chamber and Super Sprint. But the Liverpudlian coders are better known as the lateral thinkers behind *PlayStation's* Rollcage, the head - and stomach - turning racing game rated Most Likely To Make Your Inner Ear Bleed by PSM.

Inspired by WipEout (indeed, the game was originally to be titled *WipEout: Rollcage*), *Rollcage* was one of the most innovative games of 1999. Karts traversed tunnel ceilings as easily as roads, while on-board weaponry blew scummy air to the track and into the paths of your rivals.

Playground? Psychotic, more like.

Now released by Sony, *Stage II* promises to be even more extreme. Where *Rollcage* had seven perversions, *Stage II* has 12. What's more, those 12 can be multiplied by an accumulator system. Chain a series of powers-ups together and they'll unleash ever greater levels of stunning and devastating effects. *Stage II* also ramps up the range of offensive weaponry, including the machine gun, a countdown blaster and a repulse ring.

Then there's the new single-player game modes, Scramble, for example, challenges you to



On the speedway
cracks you can attain speeds well in excess of 400kph



City tracks include levels amounts of destructible scenery, which can be used to block your opponents' path. Target weapons at susceptible structures and leave burning rubble in your wake



In Scramble Mode the tracks are suspended in space. If you don't use your brakes wisely you'll plunge into oblivion

race down a short section of drag track as quickly as possible, without falling off the edge into the abyss. Then you must perform an emergency stop in the finishing zone, or overshoot – minus your dignity – into the fathomless pit that waits beyond.

The one remaining question mark over *Stage II* is whether the Replay Mode will offer customizable cameras. It has yet to be implemented but it'd be a shame if ATD didn't give us the opportunity to relish some of the most spectacular crashes the PlayStation has ever seen.

Rollcage Stage II concentrates on providing more of the same, from the tracks and weapons to game modes. In many ways, it's more of an update than a sequel, but what an update. The new modes and weapons all look spot-on and, even if you're still enjoying the original, *Stage II* should make you fall head over heels in love all over again. ■

Steve Brown

WATCH OUT FOR...

THE ONE-TO-ONE COMBAT



The two-player Combat Mode is undoubtedly *Stage II*'s most hardcore feature. Opponents compete deathmatch-style, and the rule conditions are customizable so you can decide rules by points or time limit. The ease range of weapons and shield power-ups really prove their value here, particularly when arena size goes down to a tight 10x10m with limited resources. What's more, thoughtful power-up placement ensures matches are balanced and tense while the arena's compact design keeps you permanently within each other's sights.



OPINION

POINTS

- Hope never-up arsenal
- Intriguing new game modes
- Excellent dance tracks

MINUS POINTS

- A legal net is a revelation
- Music can be repetitive
- Disorientating gameplay

ADVANCE WARNING

Stage II is as much more than the original, while maintaining the multi-directional acceleration. There are new tracks, but more importantly there are new single and two-player modes. The new angles will seem an increased learning curve

Cool Boarders 4

SNOW JOKE: WILL COOL SNOW SURFING LEAVE YOU FEELING BOARD?

ANSWER: READ THIS PREVIEW AND MAKE YOUR OWN MIND UP



The slopes and scenery are by far the most impressive yet seen in a PlayStation boarding game. Many of the courses have plenty of alternate routes to take as well – just like the real thing.



WATCH OUT FOR...

THE CHANCE TO TAKE ON YOUR MATES



Undoubtedly the split-screen, Multiplayer Mode is the highlight. How many other snowboarding games offer the chance to compete head-to-head with your Puffa-jacketed buddies – and with no dropoff in graphical quality?

Because *Cool Boarders* was the first snowboarding game on the PlayStation, the series has always had an advantage over its rivals. Yet, the reality of the three games released so far has yet to live up to its reputation. What's more, the PlayStation isn't exactly gagging for another snowboarding game; in recent months there has been *MTV Snowboarding* and Capcom's *Trick 'N' Snowboarder*.

Bet *Cool Boarders'* developer, 989 Studios, are determined to invoke the definitive snowboarding game. They've taken on board the criticisms levelled at the previous installments, and introduced a raft of new features. One of the most obvious changes is that *Cool Boarders 4* uses real-life snowboarders (not that we would be able to tell our Chad Osterstroms from Jerry Hopkins!) and genuine

board manufacturers. Each boarder is capable of performing hundreds of stupidly-named tricks and special moves, PSM's particular favourite being the stalefish twist.

The gameplay options offer all you could want from a snowboarding sim, with the usual Downhill, Half Pipe and Big Air Modes, spread over five distinctive mountains. There's

"Shame your friends with gnarly method melons..."

also a simultaneous four-player option, which'll enable you to shame your friends with your gnarly method melons. Each of the 30 courses is packed with detail and contains a secret event, which is only triggered if you prove your plank prowess. It's an added incentive to practice, until hand plants are as natural as passing wind.

Of course, GBS will let them by its control method. Mercifully, 989 promise that – coupled with speeds reaching 30 frames per second – GBA will be a breeze to control. Will your boards now? ■

Paul Rose



Trick opportunities are plentiful on most courses

PSM OPINION

POINTS

- Heaps of courses
- Course-specific events
- Authentic boards and riders

POINTS

- The handling needs work
- Unconvincing animation
- Suffers from slow-down

ADVANCE WARNING

Providing 989 Studios can further refine the controls, *Cool Boarders 4* may finally be the snowboarding series everybody needs. It's undeniably pretty, but while it looks alone does not make a good game.

Guilty Gear

Publisher: Studio 3

Developer: ARC System Works

Number of players: One to two

Release date: March

This 2D title wouldn't have looked out of place five years ago. But, despite the release of fighters like Tekken 3, there's still a sizeable tribe of gamers who prefer their beat 'em ups to stay on a single plane. At least Studio 3 and ARC seem to think so.

Given that Guilty Gear is arriving on the PlayStation some years after most of its direct competition, you'd expect it to look and play at least as well as Street Fighter Alpha. Not so, unfortunately — at

least not at this stage. The graphics and animation look very dated, and when the gameplay gets going there's nothing you can really do except hammer the buttons and hope for a miracle.

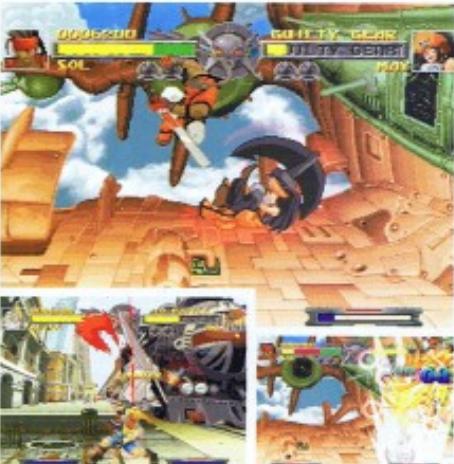
Perhaps the most frustrating aspect is the Ichigo Kishin move which take absolutely ages to power up but when activated instantly kill your opponent. Can you begin to imagine a more frustrating way to lose a fight — especially when against the computer? It's not an especially rewarding way to win a fight either, unless you have a fetish for over-the-top cartoonish violence.

All in all, one for die-hard Street Fighter fanatics and manga maniacs only. Look out for the full review of Guilty Gear next issue. ■

Justin Calvert



The 2D fighter that time forgot.
Even worse, Guilty Gear doesn't even look like
it could hold its own against Street Fighter



Flashy special moves provide a distraction from the poor fighter animations

Guillemot

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NOTE: HIDDEN IN THE DUSTY RECESSES OF MANY A PLAYSTATION TITLE LURK SOME CLASSIC MINI-GAMES, OFTEN BETTER THAN THE PARENT GAME. THINK OF THEM AS HIDDEN TREATS, OR COOKIES, OR MIDGET GEMS, OR SWEET TREATS, OR...

ANOTHER NOTE: THIS IS WHY WE ended up using half a bag of allsorts to illustrate this selection (one of the first minigames ever, Allsorts, doesn't quite suit yourself...)

LAST PAGE OF THE APRIL ISSUE BE READ IN THE MARCH ISSUE. COLLECT THE SETS.

No one quite knows when the practice of putting mini-games inside bigger ones began, but it's a staple of many PlayStation titles. Strangely, many of today's mini-games wowed the gamers of yesteryear and were considered to be state-of-the-art. So, in the future, we can all expect to be playing PS2 games featuring amusing little diversions like Gear Twister 2. But, until then, PSM offers you our guide to the favesure mini-games, with a rough guide to just how much each midget gem is worth. Bargain!

WHAT'S IT WORTH?

£9.99

Gamer: Ridge Racer
Developer: Namco
Mini-game: Galaxians
How you get it: Galaxians plays as Ridge Racer loads.

Sweet! The first PlayStation game many people played was, ironically, an arcade game from the mid-1980s. Though,

Galaxians fades away as Ridge Racer loads up – much to the chagrin of some people – subsequent installments of Ridge Racer have enabled you to play Galaxians (or its sequels) for as long you damn well please. Undoubtedly the warm reception this mini-game received, inspired Namco to hawk around its retro Museum series.

Asteroids

Developed: Activision

Price: £19.99 (Arcade version)

It's a good idea to keep an eye out for a unsharpened, perfectly-boring thing floating through space. It may look a bit like Space Invaders, the official arcade edition of Asteroids adds some extra thrill-inducing vector graphics, crunched, noisy, thumping sounds, and stages of rotating rocks will appear, but it's arched here. Small size aside compared to the class-up intensity of the arcade version, there's a good reason why it's still popular: this vintage arcade game is still fun because it's unusual. See Activision's Space Invaders and Pitfall for similar asteroid-involving games nothing to do with.

WHAT'S IT WORTH?

£30.78



WHAT'S IT WORTH?

£30.78

Game: Tekken 3

Developer: Namco

Mini-game: Beach Volleyball

How you get it: Beat Arcade Mode with all the characters.

Sweet! Considering the generally face-off nature of the Tekken series (blow called King with tiger's head aside), it's good to see that Nance know how to have a laugh with their fighters. This bizarre version of beach volleyball sees you controlling the primary Tekken characters, as they attempt to keep a beach ball from hitting the floor, using their martial arts moves. Stupid funny.

WHAT'S IT WORTH?

£7.97



WHAT'S IT WORTH?

£22.32



WHAT'S IT WORTH?

£29.19

Game: Zero Divide

Developer: Infogrames

Mini-game: Phalanx

How you get it: Using the second controller, hold down start and select while the game powers-up. Sweet! You can't argue with three levels of the classic arcade and SNES shoot 'em up Phalanx. The side-scrolling blit-a-thon even has its own set of cheats and hidden features. A fine retro-gaming fest if ever we saw one, with some superb graphics, and unusually-addictive gameplay.

WHAT'S IT WORTH?

£14.37



Game: Rival Schools

Developer: Capcom

Mini-game: Home Run Derby and Smash Head Soccer

How you get it: Play through Evolution Mode to unlock both mini-games.

Sweet! First you get a cartoon baseball game, then a bizarre game in which you kick footballs at bancers cartoon heads. Neither have any relation to the beat 'em up antics of the parent game. Who cares?



MINI-ME

FORGET THE MINIGAMES WHICH ARE, WHAT ABOUT THE MINIGAMES WHICH AREN'T? PSP CHOOSES THE MINIGAMES WHICH HAVE YET TO – AND PROBABLY NEVER WILL – BE MADE...

01

Star Wars Episode I: The Phantom Menace

Mini-game: Whack-A-Gungan

Jar Jar Binks repeatedly sticks his stupid, racially-stereotyped alien head up and down through obstacles in a metronome. Using your lightaber, you must attempt to strike him over the head until he bleeds from the knees and promises never to appear in another Star Wars film ever.



02

Tomorrow Never Dies

Mini-game: Bond's Double Extender Challenge

Similar to *Psycho Run-Racer* in that, as 007, you must select visually suggestive phrases from an on-screen menu, in an attempt to woo a female agent into bed. Phrases with a high chance of success include, "Now I know why they call you Pestie Galore" and "I need to reload my chamber". Those with a low chance include, "The wet myself" and "Do you want to see something swell?"



- Select Inventory then choose Psycho Galore...
- Use the keypad...
- Inputs selected...
- Use the keypad...
- Use the keypad...
- Use the keypad...

IN TO BED

FEATURE

MINI-ME CONT'D

03

Metal Gear Solid

Min-game: Solid Smoke

By repeatedly hitting the \triangle button, Snake will light up a cigarette and puff away. The aim is to see how many fags you can manage to get down his neck before his lungs pack in and he falls to the floor in a crumpled, smoking mess.



04

Quake II

Min-game: Quake II: warez
ReEZ!!!! Edition

A simulation of what it's really like for PC owners to play *Quake II* over the Internet. This game is exactly like PlayStation *Quake II*, except it constantly pauses and unpauses at random, can only be set-up if you understand Pascal programming, and crashes every two minutes.



Tekken

Developer: Namco

Min-game: Galaga

How you get it: If Namco is in retro mode! See below

Sweet! Gaggle at the gaggle of UFOs that stream down the loading screen. Then zap 'em out of the sky. If that were all, Galaga would be just another 20 second distraction, but this time it gets serious. Hit \square when you see the number of hits logo pop up and you'll skip through the levels like a real fo fighter. Then try hitting \uparrow , \downarrow , \rightarrow , \leftarrow , and \times on controller two while the games loading for multiplayer madness.

WHAT'S IT WORTH?

£7.23



WHAT'S IT WORTH?

£16.66



Resident Evil 2

Developer: Capcom

Min-game: The Fourth Survivor

How you get it: Finish the game in under two and a half hours; saving only once. Eek!

Sweet! This mini-mode is only for those that the brassiest of balls. When, or rather if, you get your hands on the gatling gun, you'll unlock this rock-hard survivor game, in which you have to lead a SWAT team member from the sewers to the roof of the police station.

Without getting killed.

WHAT'S IT WORTH?

£17.42



Pac-Man World

Developer: Namco

Min-game: Pac-Man (arcade original)

How you get it: Select it from the options menu.

Sweet! It's generally held that Pac-Man says, "Wakka wakka wakka!" In reality the noise is closer to "Wowsch wowsch wowsch."

Play this pixel-perfect recreation of the 1982 arcade game, and decide for yourself. Eat the dots, swallow the power-pills, consume the ghosts. Eat the dots, swallow the power-pills, consume the ghosts. Repeat until dead.



Midget Gems

WHAT'S IT WORTH?

£3.33

1.44-0.05



Game: Spyro 2: Gateway To Glimmer

Developer: Insomniac Games
Mini-game: Dragon ice hockey

How you get it: See below

Sweet! Once you've killed the Yeti in the Colossus level dead, pop into his room and jump out of the right hand window. Hop up the steps to the left and you'll reach a monk at the top who'll invite you in for a two minute dash round the ice rink. A nice touch to a game already crammed with gameplay.

WHAT'S IT WORTH?

£34.99



Game: Final Fantasy VII

Developer: SquareSoft

Minigame: There are dozens of them.

How you get it: Go to the Golden Saucer in Wunder-Square. You'll find a whole bunch of them there.

Sweet! Any wrestling, Chocobo Racing, a noisy claw-grabbing thing, basketball, bumpercars, bike racing, and submarine shooting... There are probably more mini-games tucked away between Aerith's bushy folds than in all the games released in the past year. Admittedly, some of them are integral to the game itself, but others are sweetly causal distractions that you can play as much as you want. It's the variety and diversity of FFVII's mini-games which make Square's RPG such a masterpiece.



WHATEVER HAPPENED TO THE POCKETSTATION?

Sony were scheduled to release the PocketStation – the ultimate mini-gamer's accessory – earlier this year. Unfortunately, the peripheral has only been released in Japan. For the uninitiated, the PocketStation is a cross between a Memory Card and a Tamagotchi, vaguely resembling a dinky Game Boy. It has an LCD screen, a teeny joystick, and a couple of buttons.

As well as being able to play games, the PocketStation can play portable versions of games compatible with its bigger brother. For instance, in one American football game, you can use it to train players for use on your PlayStation, while travelling to school. Sadly, Sony

decided not to develop the project and the idea has since been kicked by Sony.

A worldwide release now canned, breaking news has it that Sony is to produce a iLiNK-equipped PDA that's compatible with PlayStation2, TV, DVD, hard drives and more. Sega 1 Sony 2...



Bonny's hand-held peripheral could have taken mini-games to a new level. But it was not to be...

MINI-ME CONT'D

05

FIFA 2000

Mini-game: *Streak!*

You take control of a male or female streaker, and must remain on the pitch for as long as possible. First the players, then the referee, then the police, and ultimately the crowd, give chase, to the accompaniment of that funny Berry Hill music.



06

Croc 2

Mini-game: *Conveyor Bell Croc*

As Croc, you're strapped into a dentist's chair – your eyes held open with gaffa tape – and forced to watch as a conveyor belt passes before you, displaying a selection of fine wares – slices, hats, handbags, belts etc – stitched together from genuine crocodile skin. How many items will you remember at the end of the round?





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tab colour code

■ ADVENTURE GAME

■ SHOOT 'EM UP

■ SPORTS GAME

■ BOARD GAME

■ BEAT 'EM UP

■ RPG

■ STRATEGY GAME

TOP SECRET

THIS MONTH, HUGE GAME GUIDES TO QUAKE II AND GTA 2, YOUR QUESTIONS ANSWERED IN DO IT YOURSELF PLUS THE BEST OF POWERLINE. SORTED!

WELCOME...



This was the month that saw Final Fantasy VIII completed. Thank God. All the Guardian Forces in the proverbial bag, that evil witch cast out at last, and a veritable army of Chocobo's trained up and ready for action. What's that you say? Final Fantasy IX? Nurse, the screens etc...

Dan Mayers



GAME GUIDES

OFFICIAL
SOLUTIONS

- Quake II 73
Grand Theft Auto 2 79

TIP OF THE MONTH

Having trouble bumping up your SeeD ranking in FFVIII? Try taking the exams using this crib sheet to get your grubby mitts on a load of extra cash...

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
L1	Yes	No	Yes	Yes	No	Yes	No	No	No	No
L2	Yes	No	Yes	Yes	No	Yes	Yes	No	No	No
L3	No	No	Yes	No	Yes	Yes	Yes	No	Yes	No
L4	No	Yes	Yes	Yes	No	No	Yes	Yes	No	No
L5	No	No	No	Yes	Yes	No	No	Yes	Yes	Yes
L6	Yes	No	Yes	Yes	No	No	Yes	Yes	No	No
L7	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes	No	No
L8	No	Yes	No	No	Yes	Yes	No	No	Yes	No
L9	No	Yes	No	No	No	No	No	Yes	Yes	Yes
L10	Yes	No	Yes	No						
L11	Yes	Yes	No	Yes	Yes	No	Yes	No	Yes	No
L12	No	Yes	No	No	Yes	No	Yes	No	Yes	No
L13	Yes	No	No	No	Yes	No	No	No	No	No



DO IT YOURSELF

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Do It Yourself

STUCK SPYING IN SAIGON? SURPRISED BY THE SB? LEFT SOBING BY SNAKE SOLID? SEND YOUR REQUESTS IN TO DO IT YOURSELF AT PSM AND WE'LL GIVE YOU A HAND

REQUESTED BY RICHARD SYMONDS, FARNHAM

HOW TO... BLAST BARRELS WITH BOND

TOMORROW NEVER DIES

There is no need to expose Mr Bond to risk when it comes to defeating the fictitious megalomaniac Carver and his private army. There is a trick that ensures 007's tuxedo remains free from stains, while ensuring that the world remains safe. As the Sergeant In *Fall Metal Jacket* endlessly informs Private Pie, to be a marine your rifle has to become your wife, your lover and your best friend. The troops in *Tomorrow Never Dies*, having taken this advice on board, have similarly bonded with their weapons - so much so that a shot to the rifle is as fatal as a shot to the heart. Don't ask.

So before you blunder round a corner into a gang of armed opponents, pause and activate the targeting system. Often the soldier's gun will protrude ahead of the rest of his body. If it does, sidestep a little closer until the barrel becomes visible, but be sure to keep enough distance between you so as not to attract their



attention. Utilise the silenced PPK as even if the shot misses, the target will be unaware of your attempt to terminate them. Once you've placed your gun in the centre of the crosshair and exercised your licence to kill, three rapid rounds into the exposed weapon will do the job. ■

REQUESTED BY PETE HILLS, DORCHESTER

HOW TO... PERFORM SUPER SHARP SLIDES

CRASH TEAM RACING

Crash and his karts can prove so tricky to handle as the bowling balls start flying, that any advantage you manage to gain can make the difference between first and last place. Thankfully, there are a number of ways to gain extra turbos, without the need for fancy icons and power-ups.

When powersliding try this little trick to help you up the leader board. Hold **□** to slide as normal and keep an eye out for the exact moment that the snake turns black. Hit **□** and a small turbo will fire. Try to repeat this task three times and a much longer blast of acceleration will kick in, sending you speeding towards the finish line.

For turbo starts try hitting the accelerator at the precise point between the illumination of the third and fourth lights. If your timing is accurate enough you will leap forwards immediately into the lead. Turbo jumps can be performed by hitting **□**

at the top of any ramp. When your kart hits the floor a burst of power will result that will last exactly the same length as the time you spent in the air. ■



TOP TIPS

INTERNATIONAL TRACK AND FIELD

It's time to flex those muscles. Press **↑**, **↓**, **←**, **→**, **□**, **△**, **○**, **×** and **R1/R2** together. Choose **Run** from the title screen and enter any event. Press the game. Hold the four shoulder buttons and **□**, **△**, **○** and **×**. Keep these buttons held and repeatedly hit **↑**, **↓**, **←** and **→** to move the player. Once selected, press **A** on the first attempt and repeat the bar to 3.0m. Crash that and you'll see the score double. Fly in!

Take off in a distance equal to one eighth of the stadium. **□**, **△**, **○** and **×** will appear in the background.

Land! In the distance get a distance where the arrows and conditions switch. Use **△**, **□**, **○** and **×** and a check of both will fly upwards. Hold **△** back at the last three digits of your trials jump. Use **□** or **○** and a hold will trigger the end of the jump. ■

Take off in a distance equal to one eighth of the stadium. **□**, **△**, **○** and **×** will appear in the background.

Land! In the distance get a distance where the arrows and conditions switch. Use **△**, **□**, **○** and **×** and a check of both will fly upwards. Hold **△** back at the last three digits of your trials jump. Use **□** or **○** and a hold will trigger the end of the jump. ■

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REQUESTED BY JEREMY WATSON, DREWE

HOW TO... BE GREAT WITH GRENADES**MEDAL OF HONOUR**

Grenades are the perfect way to clear rooms that are packed with enemy soldiers. The method is simple – select the explosive and toss it through the trapdoor opening, into the room. Pause in your position of safety, cycling through your weaponry until the explosion occurs. Then slide into the room, strafing those fortunate enough to survive the initial blast.

The grenade will have done enough to soften up those inside and ensure that your arrival will be met with only minimal resistance. However, some caution must be exercised as the guards are smart enough to throw your grenades back. So if you hear the

distinctive sound of a grenade bouncing nearby, retreat as rapidly as possible and wait until the danger has passed. Not only do the troops in *Medal Of Honour* have sufficient AI to return grenades, they will also make the supreme sacrifice and throw themselves on the device, as well as running tall and running for the hills.

Their cowardice can be exploited, as those troops concerned with scampering for safety will no longer be interested in returning your fire. So when attempting to clear longer corridors, launch the grenade the maximum distance possible, equip the submachine gun and step out into the now vacated tunnel. With their backs turned, pump rounds into the scattering hordes with impunity. ■

**TOP TIPS**

REQUESTED BY WILLIAM BONNER, HARTLEPOOL

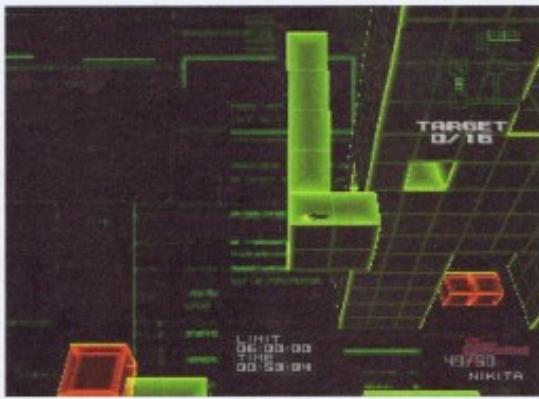
HOW TO... SOLVE SNAKE'S PUZZLE**METAL GEAR SOLID: SPECIAL MISSIONS**

Of all the puzzle levels in *Metal Gear: Special Missions*, the toughest is the sixth mission. The aim is to destroy all the red targets and, since these blocks also form the bridges that enable Snake to get around, the order of their detonation is critical.

When the level starts, head to the extreme top-left of the screen and fire a Nikita missile upwards into the opening on the right-hand wall of the tower. Guide the rocket along this tunnel around to the front of the tower and through another hole in the wall. There are a number of inclines scattered around the tower that enable the rocket to gain height before reaching the target on the roof. Speed is of the essence here as the missile only just has enough fuel to reach the target. The key is to allow the rocket to accelerate whenever possible and to make as sharp a turn as possible to save valuable time.

After this the rest of the level will prove easy. First of all destroy the block above

Snake's head and then retreat to the second lowest level and detonate the top bridge and the single block at the bottom of the screen. From this separate section it is possible to hit all the other targets, except one, by deselecting the Nikita as the missile passes the block. Once that is done, climb up the slope to the right and destroy the final blocks to complete the level. ■

**TOMB RAIDER 3**

All secrets and level hints
playing time: 10 hrs 15 mins
platform: PC, Mac, Win
rating: 12
genre: action
deve: Eidos
pub: Eidos
M13: weapons, violence, sex, partial nudity and blood. During the game lots of blood, gore, M13: violence, gore, sex, partial nudity and blood.

TOP SECRET

REQUESTED BY JOHN STYLES, ASMEB0

HOW TO... **SCRAP FOR SURVIVAL**

LMA MANAGER

These who decide to take control of First and Second Division clubs will find that life can be tough. The constant spectre of relegation and the lack of cash to replace your poor players will hamper your every move. One way to break the cycle is to use the loan system. Taking a slayer on loan is always a risk, most are unknown quantities who haven't played first team football for their teams and so can't be judged on their form. But there are a few names that always seem to be able to turn in season-altering performances. The raw talents of Joe Cole of West Ham and Stephen Gerrard of Liverpool are two who never seem to fail, while the former international Ally McCoist is able to score regularly in the First Division.

Try and select loan signings using the same criteria as you would to buy a player, but be aware that if a player sustains an injury or is unable to cut it, terminate the loan as soon as possible as most loan signings take a substantial slice of wages.



TOP TIPS

TRIPLE PLAY 2000

COLIN MORSE: RALLY
Colin: There must be
strange tax issues.
Passenger: Add leg to
the stage.
Bathhouse: Power accidently
blown off. Colin: We're weeks
with a squeaky voice.
Director: Play about with
the replay.
Lizan: Lives you a turis
host. From [redacted] when the
green isn't full.
Passenger: Double engine
power.
Ferdinand: Run ahead, star
Trillium. Give you the
fourth wheeling.
Hannigan: Green July or
Kirkdale: West driving.

REQUESTED BY STEPHEN HARRIS, ST. MATHIS

HOW TO... IMPROVE YOUR WARDROBE

DINO CRISIS

Completing *Dino Crisis* can be a joyous occasion, not just because of the sense of satisfaction, but also as a result of the extras that await you with each victory. The first time that the lizards are vanquished, a new wardrobe and a new super shotgun will be on offer. At first only two outfits can be accessed, but two others will be added when the game is finished once more wearing the new clothes.

A third success will be rewarded with a Grenade Launcher and unlimited ammo, but only if you've discovered all three endings. The final bonus is the addition of a sub-game called Operation W/wood. Your task is to destroy all the vines in sight and escape the base within a set time limit. But you have to already be good up against the clock to access it, as completing the title in under five hours is the condition. ■



REQUESTED BY SIMON ASHTON, EASTLONDON

HOW TO... BECOME A FREE KICK FIEND

FIFA 2000

Once a feel has been given, line the arrow up on the net at the furthest point from the keeper. Adjust the height fractionally to ensure that the ball ends up in the top corner and start to bend the arrow using the shoulder buttons. Curve the flight so that the shot arcs around the wall and across the keeper, rather than sailing away from the goal to bend it back. This means that the keeper has further to travel as the ball moves away, rather than towards his home form.

Holding **Q** will adjust the power of the shot. If the ball is to hit the back of the net this arrow must be at its maximum. This will reduce the amount of bend on the ball, so it requires an adjustment of the targeting arrow. Imagine a line from the end of the arrow and move it to a ball's width inside the post. It may not go in first time, but with practice they'll.



seen be sailing into the net. Only foul around the 18 yard box are close enough to use this technique for. Otherwise your best tactic is to hit a low cross to the striker on the edge of the wall. Aim to one side of the defenders and use power so the ball reaches some height. ■

OFFICIAL UK PlayStation

POWERLINE

THE LATEST CHEATS STRAIGHT FROM THE BRAIN AT SONY

The official PlayStation Powerline is a unique service holding a wealth of immediate gaming advice available at the touch of a button. Can't see the cheat you want here? Give the Powerline a try. Just call the number below. Once connected press 0 to go to the game menu. Now just key in the five figure code printed top left on every game disc (and featured alongside the cheats here). If there are any tips and cheats, you'll hear them here, so have a pen and paper ready. Alternatively, phone the Powerline and wait to hear the ring of other options including the latest release schedule. Just press the button required. What could be easier?



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THE GAME MENU

PRESS # FOR THE
POWER MENU

ENTER THE FIVE
DIGIT CODE
LOCATED ON
YOUR GAME DISC
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SECTION

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*Ready Time estimated service. Calls charged at 90 pence per minute. Please seek permission from the till paper before calling. Service provider - Telecom (Potential), P.O. Box 96, Croydon, CR9 1 TS.



FI '99
0179

The following cheat codes are all activated by achieving a high score in the Grand Prix Mode. The cheat codes should be entered on the high-score table. To activate the Rings and Safety cheats, select the cheat you require from the bottom-right corner of the Grand Prix screen and race another Grand Prix.

Rings cheat: This enables you to collect gold rings while you race. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters – Rings.

Safety cheat: This enables you to race in and against safety cars in the Quick Race Mode. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters – Safety.

Race at night: This enables you to race in the dark on the Monaco circuit in Quick Race Mode. Enter the following name on the Grand Prix high-score table using the correct upper and lower case letters – Nights.

Each subsequent cheat must be entered when a new high score has been achieved while racing within the Grand Prix Mode, on any circuit and with any type of car, set-up, or driver.

NO FEAR DOWNHILL MOUNTAIN BIKING

CODE: 00049

From the main menu select the Time-Trial option and highlight 'use competition access code'. Providing the cheat has been entered correctly, you'll be able to use the cheats from the main menu, or within the Championship, Time-Trial, Dual and Tournament options.

Open all trials: Enter the following letters on the competition access code screen: L, O, T, S, O, F, F, E, A, R.

Open all bike upgrades: Enter the following letters on the competition access code screen: L, O, T, S, O, F, G, E, A, R.

Open the Trick Trail: Enter the following letters on the competition code screen: M, Q, N, K, E, Y, B, I, L, K, E.

Two new riders: Enter the following letters on the competition code access screen: G, O, O, B, E, R, S.

Mirror Mode for all options: Enter the following letters on the competition code access screen: E, D, O, M, R, O, R, I, M.



00:52.80



Low gravity for your chosen bike: Enter the following letters on the competition code access screen, though this cheat will make the bike harder to control: B, I, G, F, L, Q, A, T, E, R.

Cartoon Trail cheat: Enter the following letters on the competition code access screen (you must have a space between the fourth and fifth letters, as well as the sixth and seventh letters). If the code has been entered correctly, the Cusnas Del Drac trail can be raced within a virtual world, but only in Pro Mode: J, A, C, K, E, D, [Space], I, N.

Wire Frame trail cheat: Enter the following letters on the competition code access screen. If the cheat code has been entered correctly, the Waltzmann Path trail can be raced using the pre-graphic wire frames, but only in the Amateur Mode: T, Y, R, E, F, R, A, M, E.

Dots Trail cheat: Enter the following letters on the competition code access screen. If the cheat code has been entered correctly, the Sunslime Forest trail can be raced through what appears to be a universe of stars, but only in the Amateur Mode: L, O, T, S, O, F, D, O, T, S.

Alien Trail cheat: Enter the following letters on the competition code access screen. If it's entered correctly, the Dry River Valley trail can be raced on an alien moon, but only in Pro Mode: A, B, D, U, C, T, I, Q, N.

Lava Trail cheat: Enter the following letters and number on the competition code access screen. If the cheat code has been entered correctly, the Aso Volcano trail can be raced during a volcanic eruption, but only in Pro Mode: L, A, V, A, L, A, N, D, 2.



Virtual Reality Trail cheat: Enter the following letters on the competition code screen. You must have a space between the sixth and seventh letter. If the cheat code has been entered correctly, the Cusnas Del Drac trail can be raced within a virtual world, but only in Pro Mode: J, A, C, K, E, D, [Space], I, N.

SOUTH PARK

02158

To access these in-game cheats and bonus characters, select Enter Cheat from the main menu select and then enter the cheat code required to access your desired character. Once you have inputted the cheat code correctly, go to the Head To Head game option from the main menu and your desired character will be accessible from the character select screen.

For Chef enter: Y, L, D, V, E, M, A, C, H, I, N, E.
For Wendy enter: B, C, H, E, C, K, A, T, A, C, O.

For Terrence enter: S, R, A, F, T.

For Phillip enter: P, P, H, A, E, R, T.
For Jed enter: J, H, A, W, K, I, N, G.

For Mr Macky enter: A, C, H, E, A, T, I, N, G, S, B, A, D.
For Officer Barbrady enter: D, E, L, V, I, S, L, I, V, E, S.

For Big Gay Al enter: G, O, U, T, R, A, N, G, E.

For Starvin Marvin enter: M, S, L, A, P, U, P, M, E, A, L.

For Mr Garrison enter: V, D, O, R, D, T, H, Y, S, F, R, I, E, N, D.

For Pip enter: E, F, I, S, H, N, C, H, I, P, S.



For Jimbo enter: Q, S, T, A, R, I, N, G, F, R, D, G.

For Ike enter: H, K, I, C, K, M, E.

For Ms Cartman enter: K, A, L, L, W, Q, M, A, N.

For Mephista enter: N, G, O, O, D, S, C, I, E, N, C, E.

For the alien visitor enter: T, M, A, J, E, S, T, I, C.
For the in-game cheats enter: Z, B, O, B, B, Y, B, I, R, D.

You will now be able to select the cheats option from the main menu which will give you invincibility, all weapons, unlimited ammo, and the level select options.

THIS IS FOOTBALL

01700

The following cheat codes are all entered on the main menu. When you've entered the cheat code, select to play an exhibition match, choose the teams and strategy and then begin the game. If the cheat code has been entered correctly you'll hear a dull sound effect. When you begin the game the graphics will have changed accordingly.

Small players: \oplus , \ominus , \rightarrow , \leftarrow , \oplus

Players with big heads: \oplus , \ominus , \rightarrow , \leftarrow , \oplus

Players with small heads: \oplus , \ominus , \rightarrow , \leftarrow , \oplus

Players wearing tracksuits: \oplus , \ominus , \rightarrow , \leftarrow , \oplus

The picture is black and white: \oplus , \ominus , \rightarrow , \leftarrow , \oplus

Play using a human head in the ball: \rightarrow , \ominus , \oplus , \oplus

Play with pair players looking like baby dolls: \rightarrow , \oplus , \leftarrow , \oplus

\oplus , \leftarrow , \oplus

Play with pair players topless: \downarrow , \ominus , \oplus , \oplus

Players as '70s bikers: \oplus , \ominus , \oplus , \oplus



00:03.02



STILL STUCK IN THE BADLANDS OF STROGG? TIRED OF TAKING ON MAKRON WITH THE FUTURISTIC EQUIVALENT OF A CATAPULT? THEN TRY OUR FRAGGIN' GUIDE TO CRISPY GIB-STEAKS...

Quake II

OFFICIAL
SOLUTIONS



HANDY HINTS

- Save all restarts until the situation demands their use. These three opportunities to heal and regen yourself are worth preserving until matters become truly desperate. There will be times in the game that progress may seem impossible but there are often chances to heal much of the damage done just after most of the serious encounters.
- When entering a new section, pause the game and note how many kills you have already made and how many there are left to slaughter. This information reveals if there are any undiscovered bands of Strogg roaming in areas that you thought were clear or if there are any in locations as yet undiscovered. This menu also reveals the number of secrets available, but don't waste time searching for them as many will prove pointless and they often expose you to fresh perils.
- Use the shoulder buttons to move around corners so you can always bring your weapon to bear before your opponent. Also this is perfect for avoiding Railgun blasts and missiles.
- The scenery can aid your struggle. Boxes and walls provide useful cover. Lift shafts and raised walkways are ideal for dropping grenades on to Strogg who are ignorant of the threat from above and doors will crush any opponent stupid enough to linger in the doorways. ■



YOUR ARSENAL



BLASTER

This standard issue sidearm is weak to the point of useless and is only redeemed by the fact that it never runs short of ammunition. Best utilized for locating secrets hidden in walls and occasionally for giving the odd Strogg a nasty ankle.



SHOTGUN & SUPER SHOTGUN

Available in single-barreled and double-barreled varieties, these weapons are ideal for when the more glamorous weaponry runs dry. Super at close range it is only the long reload times that score against them.



MACHINE GUN

With a plentiful supply of bullets, the Machine Gun is the general-purpose workhorse of the weapons world. Its rapid rate of fire is counteracted by a lack of accuracy over distance. Use it in tandem with the Shotgun and the Super Shotgun.



CHAINGUN

Disappointingly inefficient, the Chaingun wastes time and ammunition with its long spin-up and spin-down times. Suitable for larger opponents only and even then plenty of rounds will end up in the scenery.



GRENADES & LAUNCHER

For maximum effectiveness, retreat from an opponent and toss an explosive directly at him. The only note of caution is that if a grenade makes contact with your skin it will detonate causing untold damage.



ROCKET LAUNCHER

The best weapon available. Maximum fire-power, minimum reloading time. It may be suicidal over short distances, but is ideal for clearing rooms and knocking out opponents who pose a serious threat to your well-being.



HYPERBLASTER

It has a devastating rate of fire that seems to freeze opponents – even those as substantial as Tanks. While cells may be less numerous than bullets, the Hyperblaster is the best piece of kit to have in your armory.



RAILGUN

Crippled by a long reloading time this disappoents. Supreme in its power, its practical use is limited by its lack of rapid fire. Three shots to destroy any opponent is impressive but less so when three others are bearing down on you.



BFG 9000

Tired of suffering at the hands of the Strogg? The BFG 9000 will march any perceived lack of fire-power. However, since this monster uses Cells for its power you may prefer to use the Hyperblaster rather than save up.

**2 INSTALLATION**

A Machine Gun awaits at the top of the first incline. Bump into the switch to take the weapon. The lift takes you to a raised walkway with extra armour and a Quad Damage multiplier. Dash outside and jump across the broken bridge from the point of one shard to the other. Through the unlocked door await more guards. Once they have been cleared return to the great outdoors, descend the stairs and pass through the waste pipe. Kill the Trooper and open the sewer before diving in. ■

**1 THE OUTER BASE**

Enter the first room, collect the shotgun and use it for your first kill. Once bloodied, dive into the water and swim under the bridge for the secret. Back on dry land, clamber onto the lift and descend the ladder for the Medi-pack. Returning to the upper level keep going, taking the equipment located by the water. Take the opportunity to head outside to collect the

armour before running back up the broken pillar into the base. Behind a group of crates there is a hole in the floor which you can drop through into the water. Beneath a small overhang is a hollow containing the Super Shotgun and the final secret. Equip this superior side arm and scamper back along the corridor, through the control room, to the right and up the stairs to complete the section. ■

**1 THE COMMS CENTRE**

The nearby pool will yield a Quad Damage which should last long enough to fight your way through the level to a lift. From this lofty vantage point you can jump down or to the bullet-proof jacket you bypassed earlier. After collecting the armour ascend back to the walkway and continue onwards, past the window and into the control room. Shoot the dog and Gunnar before bumping into the control panel and collecting the blue key. Retrace your steps until you encounter the flying enemies and stroll through the now unlocked doors to the lift. Activate the floor level switch to lower the bridge and go back outside. After another encounter with the flying monstrosities run over the bridge to the exit. ■





④ THE DETENTION CENTRE

Dispatch the two Enforcers and equip the Chaingun before jumping into the open to face a Gladiator. Sidestep his Raigun and keep hitting him. Once he has departed, plunge into the water and collect the Invulnerability before taking the Yellow Key guarded by the three Enforcers. Clamber up and face yet more Strogs, including some firing from an high. Access the raised platform by entering the left-hand door and rushing upstairs. From here, the lasers can be turned off

and a small jump across the gap will give access to the Chaingun. Return to the ground floor and head through the right-hand door into the Detention Centre. On the right a small room conceals the switch to turn the lasers off. Deactivating these will enable you to access the Quad Damage icon near the start of the section. Utilise this to destroy the tank patrolling around the cell block. Push the red button to release the prisoners and deplete their goals of equipment, before racing down the corridor to complete the section. ■

⑤ THE SECURITY COMPLEX

This section opens with a firelight and a number of blocked doors. Press onwards, descending down into the heart of the structure. Bypass the Chaingun and pause at the entrance to a vast hall. Use the doorway to provide cover as you pick off the various aliens contained within. The rear door provides access to the Pyramid, where you

will be told of your new mission to locate the two keys required to open this monolith and gain admittance to the level hidden below. Return to the hall and exit via the side door on the raised level to the left. From this balcony the lasers that blocked your progress earlier can be deactivated. Return to these openings and head through the larger one to the Guard House and a new restart point. ■



⑥ THE GUARD HOUSE

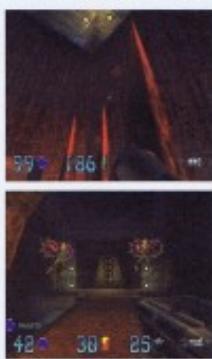
Clear the cells and steal all the equipment on offer before using the lift to ascend to the next level and enter the next room. Collect all the extra items and deal with the Flyers who emerge from the back wall. Take the exit to the right and

emerge, blinking, into the daylight. Dispatch those who dare to challenge you and drop as to the lower level floor. Enter the left-hand door and collect the health packs concealed behind the crack in the wall. Turn around and go back through the other door. Skirt the edge of the room to avoid the collapsing floor before encountering yet more guards. After blundering into a large hall, pile grenades on to the hapless guards below before descending to collect the detritus they leave. A Tank waits outside, flanked by numerous guards. Draw them back into the tunnels and deal with them individually before using the Chaingun to knock the Tank off his perch. Deactivate the lasers and wander inside to take the first pyramid key. Turn around and retrace your steps through the Guard Chamber back to the open area just outside the Pyramid. This time opt for the lower of the four doors. A switch inside will drop a draw bridge and release two Icaruses. Knock them out of the sky as quickly as possible and end the haul by crossing the bridge. ■

⑦ THE TORTURE CHAMBER

Collect the Hyperblaster and rush down to the cells themselves. Start freeing prisoners and looking for a crack in one of the walls that conceals another Hyperblaster. Climb back up to the next level, past the Marine under the circular saw and onwards into the Torture Chamber itself. Activate the switch to lower the cage and take the key from behind the captive. Equip the

Hyperblaster and destroy the spider before returning to the surface and the Pyramid. Once there, bash into the console to open the structure, equip the Hyperblaster and dive into the opening. The fan at the bottom of the shaft will cause you to float slowly downwards so fire as you descend. Once all the Strogs have departed, step into the exit. ■



① GRID CONTROL

Slaughter the Strogg and dodge the lasers to collect the Grenade Launcher and Flak Jacket. Rush to the end of the corridor, collecting the extra health pack, and rise up to face the pair of Tanks. Upon their death a tracked boss will be revealed. Ponderously slow and cumbersome he leaves his flank constantly exposed to attack. Exploit this by launching grenades into his back and retreating into

cover before his weaponry is brought to bear. Repeat this task as required and collect the two health packs that are located behind the large pillars. Once he has departed use the Blaster to find the secret rooms hidden in the base side walls and jump into the hole that opens up. Destroying the blue crystal will reveal the exit, but before departing for the next level inspect the back of the pillar to discover the Rocket Launcher. ■

**② TOXIC WASTE DUMP**

One of the smallest and easiest levels the Toxic Waste Dump is quickly traversed. Quickly pick off the Iron Maidens and the Tanks that are located near the start. Ascend the stairs retreating only when an on-screen message informs you of a door opening to collect the exposed items. Further on, blast the broken bar that blocks access to a number of bonus items and a switch. When the end a wall is reached, butcher the Berserker below and drop down to finish the level. ■

**③ POWERPLANT**

Shoot out the Berserker behind the lasers and use the rockets or Hyperblaster to waste the Spider. Once that threat is removed descend into the water and wander around behind the pillar, go down the ladder and collect the red key. Return to the starting point and cross the bridge into the tower. Deactivate the lasers on the left side of the main room before going through the right-hand door to face another Spider. Time your plunge into the pit between explosions and destroy the two Iron Maidens before using the fan on the other side to float you upwards again and on to the lift.

After solving the level, press onwards to the left and pick up the Data CD. Exit past the body of the Iron Maiden who appeared as you collected the CD.

Once out of the door and on the lower section,



return to the start and go through the door that originally requested the CD. Another lift will appear in front, climb on to it and rush across the bridge. Deactivate the reactor base and pick off the Gladiator who appears on the far side of the room. Return to the previously sealed doors on the walkway and you will now find yourself on the other side of the reactor core. Slide through the side door and jump into the pit. ■

④ PUMPING STATION ONE

Collect the Railgun near the start and keep onwards climbing on the crates to steal the Mega-Health. The enemies are small, but numerous and not too challenging. A door with a green switch nearby will drop you into a secret corridor with extra equipment and enemies. Wander along the ledge to the raised section and rush back through the liquid using the

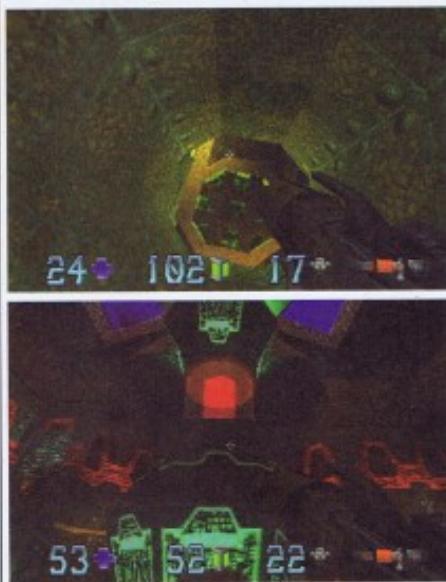


Environmental Suit found there. Collect the yellow key and waste the Tark then pulling the handle on the right-hand side before returning once again to the reactor. ■

② THE REACTOR

Dispatch the first Strogg with the Grenade Launcher and map up whatever is left. Dive over the platform to steal all the extra health below. Arm the Hyperblaster

and prepare for a battle with a number of Tanks and guards. Return to the reactor and wait for the nuclear explosion to free up the jammed door. The lift will take you to the end of the level. ■

**③ RESEARCH FACILITY**

Activate the console and destroy the pair of dogs before engaging a number of Tanks and Troopers. Use the Hyperblaster to dispatch them all before spinning around to waste the dogs that approach you from behind. Steal the Medi-pack that they have revealed before continuing down the corridor and turning to the right. Upon reaching the locked door go back across the junction ready to do battle with an Iron Maiden. Ignore another Marine wandering aimlessly and activate the panel just beyond the Tank. Enter the lift and descend to the next floor.

On the lower level use the terminals to activate the bridge that spans the lava pit. Make near-perfect jumps to hit the switches on the side walls that open the previously sealed doors. Return to the restart point via the lift and go through the security door. Once there steal the commander's head and return to Defence Command, which the severed body part will enable you to enter. ■

**④ DEFENCE COMMAND**

Use the pentagon-shaped building as cover to take on the two Tanks and then blast the pair who await you inside. Rush to the main control room, go through the only unlocked door and blast the walls on the left and right. Return to the main hall and find the door that is now unlocked; this will lead you to the Research Facility. ■



© GRAVITY BOOSTER ROOM

Destroy those who block your path and collect the Combat Armour on top of the crates. Turn around and collect the extra health pack hidden by the door. Waste the Guardians with the Hyperblaster, or try trapping them in the door. Shoot the Berserkers off the balcony and climb through the door on to the moving platform. While you are waiting to arrive, equip the Shotgun and blast the Flyers that hover near the bottom.

The level boss of this section is remarkably ineffectual, despite his immense size. His lack of speed and inability to turn means that he won't delay you on your mission. Use the Rocket Launcher to hit him in the rump repeatedly before scampering behind a pillar as he rotates. Once he has departed collect his reactor, equip the Hyperblaster and step into the transporter beam. Two Guardians and two Enforcers await you and need dispatching as quickly as possible.

In the final room plant the A-Bomb in the receptacle on the glass wall and step into the transporter opposite. On your arrival rush past the Tanks to the higher ground and use grenades from on high. Return to the main hall where another boss will burst from the floor. Keep the glass control panels between the two of you and hit him repeatedly in the rear with the Hyperblaster or Rocket Launcher. ■



93 42 9

**© INNER CHAMBER**

Utilise the extra Medi-packs situated around this level and use the time honoured methods of bouncing grenades off the walls to destroy the Tanks. The two walkways contain Iron Maidens but early hits with rockets will maulify them. Dodge the lasers that blast through the door and step out into full view of Makron. Don't be

fooled this is only a projection of the final boss. So instead of wasting valuable ammunition, stand on the four switches. Activating two of the four will release Flyers from the back wall so have a shotgun ready to deal with them. Scamper up the flight of stairs and face the final confrontation. ■

**© MAKRON**

Makron himself has to be beaten twice, once in robot form and once in person. In first his incarnation he takes the form of a cumbersome robot that is easy to hit but tricky to defend yourself against. In his armoury are a number of projectiles that fire green beams that will drain your energy from full to nought within seconds. Obviously they are to be avoided, and the best technique is to wait until Makron's motors whirr and he starts to lift one leg before running in the other direction. Otherwise, repeat the now familiar tactic of shooting him in the rear and then running away.

After all 200 Hyperblaster rounds and most of the rockets,

Makron will surrender his steed and face you on foot. While his robot explodes use the opportunity to collect the additional health and ammo scattered around the area. For what Makron has lost out in fire-power, he has gained in agility and is still a formidable opponent.

As before, utilise the cover provided to minimise the time that the leader of the Stroggs has to return your fire. With luck and judgement once more Makron will bite the big one. Job done. ■



59 192



45 200

THERE'S TROUBLE BUSTIN' IN FROM OUT OF STATE. THE D.A.
CAN'T GET NO RELIEF, AND IT'S PROBABLY ALL YOUR FAULT...
FOLLOW OUR GUIDE TO GANGLAND AND BEFORE LONG YOU'LL
FIND YOURSELF GODFATHER. DOPE

OFFICIAL
SOLUTION!

Grand Theft Auto 2

GETTING AROUND

WALKING

You're not the only criminal on the streets, so while you're on foot, you're just as vulnerable as any other pedestrian.

Look out for the pedestrians in red tops. They're muggers, and any time they make contact with you, you'll see your screen drop. Shooting muggers is generally considered to be an acceptable practice though, so preferably before they help themselves to your cash, take them out with a couple of shots to the head. The Police will turn a blind eye and you'll find that you score more for shooting muggers than you do for blasting the general public.

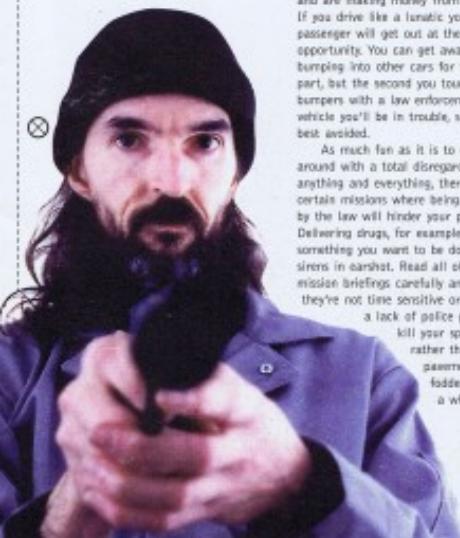


DRIVING

Unlike those in *Driver*, the police in *GTA2* aren't too worried about you jumping the occasional light, or even driving the wrong way down a one-way street.

The only time you really need to worry about adhering to the traffic laws is if you've stolen a Taxi (1) and are making money from a fare. If you drive like a lunatic your passenger will get out at the first opportunity. You can get away with bumping into other cars for the most part, but the second you touch bumpers with a law enforcement vehicle you'll be in trouble, so they're best avoided.

As much fun as it is to drive around with a total disregard for anything and everything, there are certain missions where being pursued by the law will hinder your progress. Delivering drugs, for example, isn't something you want to be doing with sirens in earshot. Read all of your mission briefings carefully and, if they're not time sensitive or require a lack of police presence, kill your speed rather than payment ladder for a while. ■



BODY SHOP

New to *Grand Theft Auto 2* are weapons that can actually be fitted to your vehicles. They're a bit expensive and not really necessary for completing most of the missions. That said, they're great fun and occasionally come in very handy if you're on the road and there's someone in hot pursuit.

HELL OIL

Leave oil slicks behind your car with the press of a button. Any pursuers coming into contact with the oil will slide off the road, losing their valuable time and enabling you to race away.



GOLD MINES

Dropping mines behind your car is a sure way to slow down, or in fact destroy, any cops that are chasing you. They're extremely effective, but unfortunately also extremely expensive.



SMITH & WESSONS

Twin-front firing machine guns. These are a great way to take out large numbers of armed pedestrians, such as an enemy gang, without having to leave the relative safety of your vehicle.



MAX PAINT

Cops on your tail? Invest in a new paint job or replacement number plates – they'll lose your tail and you'll have a nice, new shiny car to boot. Visiting the paint shop will also repair any damage to your vehicle, so it's \$5000 well spent.



BOMB BAY MIX

Turn your vehicle into a bomb – this is very useful for taking out targets such as armoured cars. Simply leave your rigged vehicle next to the target and detonate – you have about five seconds to exit the vehicle and reach a safe distance.



WEAPONS

There are plenty of weapons to choose from in GTA2 – each varies in effectiveness, ease of use and availability.

• PISTOL

Your bog-standard single shot pistol. Reasonably good range and reloading times, but you need to be very accurate for it to be effective.

• DUAL PISTOL

Later in the game you'll be able to go for it John Woo-style with a pistol in each hand. Unfortunately the two shots fire off at an angle rather than parallel to each other, but it's still pretty neat and handy if you're outnumbered.

• UZI
SILENCED UZI

Probably the weapon that you'll want to make the most use of. The firing rate is extremely fast and because you can keep moving the whole time you don't need to worry about being particularly accurate. Devastating in a crowded situation.



• ROCKET LAUNCHER

Extremely slow in the reload stakes, and occasionally quite difficult to fire accurately, the Rocket Launcher is best used for blowing up vehicles and generally causing mayhem. The explosions are quite big, so it's best to keep your distance from targets. If you're too close you might find yourself being thrown up into the air and then falling to your death.



• ELECTRO GUN

This weapon effectively fires lightning bolts at all living things. The Electro Gun will only fire when targets are nearby and can take out multiple targets at the same time. It takes a while to kill them though, so it's not recommended when you're surrounded by angry cops.



• MOLOTOV COCKTAILS

Petrol bombs that can be thrown varying distances, depending on how long you hold down the fire button and whether or not you're moving at the time. The area affected by the explosion is relatively small, but they are great for getting rid of huge traffic jams or roadblocks.



• GRENADES

Very similar to Molotov Cocktails in all respects. The only real differences are that the explosions cover a slightly bigger area and that the Grenades will often roll along the ground for a while after being thrown before they actually explode. They're great for taking out enemy vehicles when you're stuck on foot.



• SHOTGUN

A powerful single-shot weapon. Reasonably quick to reload with a good spread of fire. If you're being chased on foot, you'll find the shotgun is a good weapon to have when you decide to do a 180 and let your pursuers have it.



• FLAME THROWER

Just the best crowd control weapon there is. The range of the Flame Thrower isn't that great, but the people that you set on fire start to run around setting anybody who comes into contact with them on fire as well. Death isn't instant, but targets will be far too busy panicking to retaliate. ■

DOWNTOWN

GANG CARS

Each of the major gangs has its own vehicles. It's worth knowing which cars belong to who because you'll upset them if you steal too many of their wheels. It's also worth noting that gang vehicles cannot be re-sprayed. If the cops come after you it's difficult to shake them.

YAKUZA MIRAI
Speed: Good
Handling: Good
Recycled: Rocket Launchers

ZABATSU Z-TYPE
Speed: Excellent
Handling: Excellent
Recycled: Silenced Uzis

LOONIE DEMENTIA
Speed: Good
Handling: Very good
Recycled: Invisibility power-up

FIVE CARS TO LOOK OUT FOR



COP CAR

Speed: Very Good
Handling: Excellent
Car with a traffic clearing shield
Recycled: Cop Drive



ARISTON BB4

Speed: Poor
Handling: Poor
Recycled: Get Outta Jack Free Card



TAKI

Speed: Average
Handling: Average
Not easy to pick up items
Recycled: Double Damage



B-TYPE

Speed: Excellent
Handling: Excellent
Recycled:
Invisibility power-up



SCHMIDT

Your first car
Speed: Poor
Handling: Poor
Recycled: Health power-up



NEUTRAL TERRITORY
YAKUZA TERRITORY

ZABATSU TERRITORY
LOONIE TERRITORY

RESIDENTIAL**GANG CARS****REDNECKS PICK-UP**

Handling: Good
Speed: Average
Recycled: Health

**SRS SCIENTISTS METEOR**

Handling: Superb
Speed: Superb
Recycled: Invulnerability

**ZAIATSU Z-TYPE**

Handling: Superb
Speed: Superb
Recycled: Silenced Uzis

**FIVE CARS TO LOOK OUT FOR**

MACHINA
Handling: Superb
Speed: Superb
Recycled: Silvered Uzis



FABRE GT
Handling: Superb
Speed: Superb
Recycled: Rocket Launchers



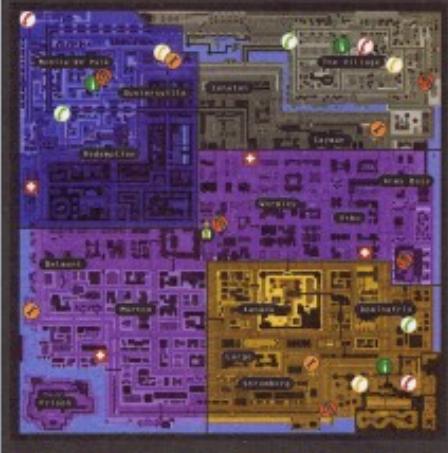
BENSON
Handling: Superb
Speed: Very good
Recycled: Electric Fingers



RIO RIO
Handling: Good
Speed: Good
Recycled: Armorer



T-BOX
Handling: Very good
Speed: Good
Recycled: Electric Gun



NEUTRAL TERRITORY

SCIENTIST TERRITORY

REDNECK TERRITORY

ZAIATSU TERRITORY

INDUSTRIAL**GANG CARS****RUSSIAN MAFIA BULWARK**

Handling: Poor
Speed: Average
Recycled: Shotguns

**KRISHNA KARMA BUS**

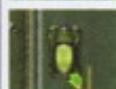
Handling: Poor
Speed: Poor
Recycled: N/A

**ZAIATSU Z-TYPE**

Handling: Superb
Speed: Superb
Recycled: Silenced Uzis

**FIVE CARS TO LOOK OUT FOR**

JEFFERSON
Handling: Superb
Speed: Very good
Recycled: Ice Ballz
Just Free card



B-TYPE
Handling: Good
Speed: Average
Recycled: Invulnerability



MARRIKE
Handling: Average
Speed: Poor
Recycled: Health



REMBLER
Handling: Very good
Speed: Very good
Recycled: Fast reload



TANK
Handling: Average
Speed: Poor
Recycled: Talk



NEUTRAL TERRITORY

KRISHNA TERRITORY

RUSSIAN TERRITORY

ZAIATSU TERRITORY

CRIMINAL GENIUS

Time for some general gameplay tactics, techniques and things to do when you don't fancy running errands for any of the gangs.

GANG WARFARE

To get in with a gang you need to upset their main rivals [1]. Each area of the city contains three gangs, all of which despise the one listed below them in the top left corner of the game screen.

The easiest way to upset a gang is not to be subtle about it. Get yourself well armed, steal a resilient vehicle and head deep into enemy turf. Stay in your vehicle for as long as possible and simply run over as many of the gang members as possible. You'll probably be able to do this without sustaining too much damage yourself, but if your vehicle does start to look a bit ropey, or catches fire, jump out and use your guns as you make your escape. Fitting guns to the front of your vehicle is an option, but the majority of them are fairly expensive and can't be transferred.

ONE GANG AT A TIME

It's very easy to switch your loyalties from gang to gang as you play. In fact you'll have to if you want to complete all of the missions in a given area. Your best bet, though, is to concentrate on a single gang at a time – that way you'll earn enough respect from the easier missions to be trusted with more dangerous and lucrative jobs. When the gang you're loyal to have nothing more to offer you it's time to move on. Do this by going on a rampage in their HQ – you'll be amazed how quickly they can turn against you.

GTA BONUS

Steal one of every single vehicle in the area and you'll be rewarded with a Grand Theft Auto bonus – and points and the chance to have a crack at one of the bonus missions when you leave the area. This is something to think about when using the car-crasher technique to get powerups.

**INSANE STUNT BONUS**

Find yourself a nice fast vehicle and a ramp with a good run-up [2]. Do what comes naturally and if you manage to keep your chosen mode of transport off the ground for a few seconds, you'll be rewarded with an Insane Stunt Bonus.

KILL FRENZIES

Each of these green tokens represents a Kill Frenzy [3] opportunity. Simply collect it and follow the instructions. They generally involve you being given a specific weapon with which to take out a certain number of targets within a time limit. For this reason it can be worth walking around quietly before picking it up, until there are a number of potential targets in the immediate vicinity. There's nothing more frustrating than having to hunt high and low for things to kill when against the clock. ■

**CHEATS**

If you really get stuck and keep finding yourself getting thrown out of cap cars or blown to pieces, there are a number of cheats you might like to try. All of them are entered on the player name screen, and it is possible to delete them afterwards and enter another cheat code, or your own name, so you can use as many of them as you like.

ITSALLUP

Make all levels available, including bonus missions.

NARARONE

Give all weapons with maximum ammunition.

LIVELONG

Permanent invincibility.

LOSEFEDS

No police presence on levels whatsoever.

DESIRSES

Maximum wanted level.

HIGHFIVE

Multiples all scores by five.

BIGSCORE

Awards you 10,000,000 points – enough to complete a level.



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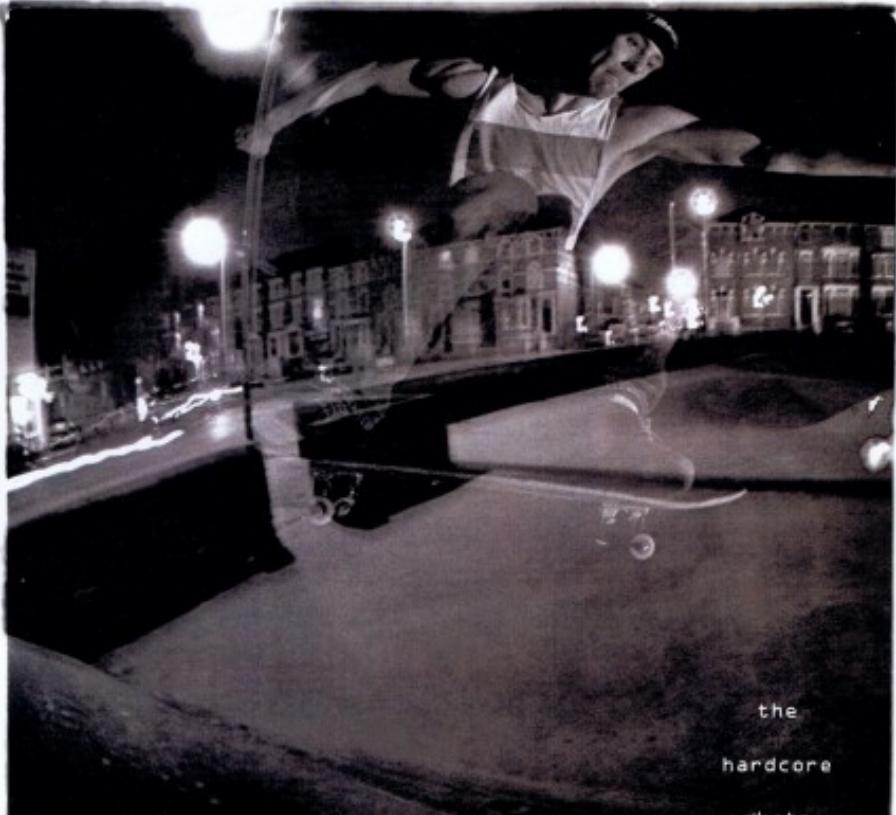
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PBM RATING

10 The performance is solid.
100% Retained as pure
PSM 100% PSM

9 A great game with some
interesting twists.

8 Very, very good. Add it to
your collection immediately.

7 A great little game. See
what's available at www.ps1.com.

6 A copy of "Why did Mary Go
Round?" Very enjoyable but
not quite as good as the original.

5 An interesting concept but
lacks polish. Not worth
buying - date just end.

4 Below average. Freestyle has
some serious potential but
it's still raw.

3 Looking pretty but the
game itself is a bit of a letdown.

2 Plays to get it. Suitable
for casual gamers, mostly
those who have never
played a game like this.

1 A complete waste of time.
Don't buy it.

REVIEWS

YOUR DEFINITIVE
RUNDOWN OF
THE GAMES OUT
THIS MONTH,
GIVEN THE ONCE
OVER BY PSM

GAME OF THE MONTH



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ISS Pro Evolution

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Ling Kubit take on PSM and Tony Hawk's

Booty

Want stuff? We got it! You win it.

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Nick finds a home and Lothar gets a partner...



Jill leaves her business card in the customer telephone booth outlet. What with all those wifis roaming the streets she could be in for a busy night.



WAN DIALOGUE AND FIGURE-SKATING HEROES... WELCOME BACK RESIDENT EVIL



Resident Evil 3: Nemesis

“Your senses are kept on red alert, but the strain involved

FACTFILE



PUBLISHER	Elektra
DEVELOPER	Capcom
RELEASE DATE	February
AGE RESTRICTION	16 and over
PRICE	£29.99
NUMBER OF PLAYERS	One

Tired of waiting for Hollywood to get its act together, Capcom have gone ahead and given *Resident Evil* the full-on *Tinsel Town* treatment. If its predecessors were tightly-plotted, low-budget efforts, then *Resident Evil 3: Nemesis* is the ultimate Yes-splattered, special-effect-laden, zombie extravaganza of the millennium.

During the course of action, the player will get to see the whole of Raccoon City, survive a petrol station explosion and steer a runaway train carriage through a street of flesh-eating cadavers. Make no mistake, not only is *Resident Evil 3: Nemesis* the best thing to emerge from Capcom's Chiba hot-house, it's one of the most impressive slices of PlayStation entertainment to date.

We refrain from describing *Nemesis* as a game for good reason. It truly is more than the sum of its festering parts. Every aspect of Capcom's epic is a strand in an intricate web of features. As the player picks their way through the eerily deserted streets, the mesh of special

effects (both graphical and aural) generates an atmosphere that's as edgy and chilling as the neurotic sense of isolation provoked by the very best cinema films.

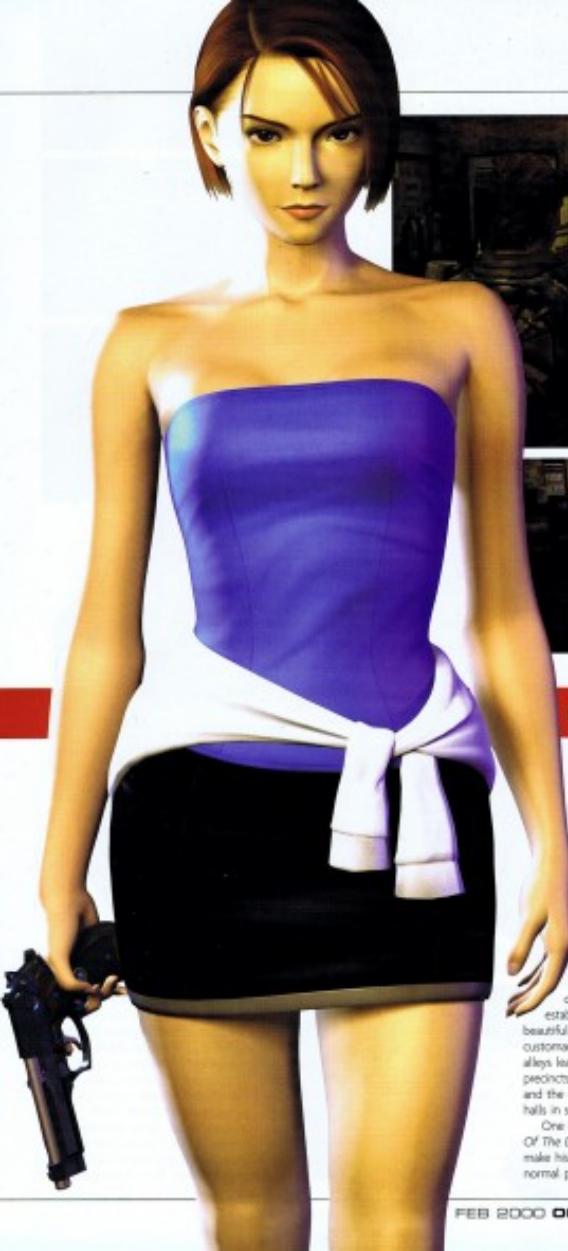
By taking the game into the streets and buildings of Raccoon City, Capcom created a potential trap for themselves. There was a danger they would lose the claustrophobic intensity that created some of the first two games' most memorable shocks. Not a bit of it. *Resident Evil 3: Nemesis* oozes a dazing menace that seems invincible.

Paradoxically, by allowing the player to roam throughout Raccoon City, Capcom have actually enhanced the feeling of entrapment and imminent danger. The whole city has succumbed to disaster. You're surrounded by evidence of destruction on an awesome scale. Ruined apartments, abandoned cars... The whole place is wrecked. How on earth are you going to survive a catastrophe on this scale? Especially as death seems to lurk around every corner. Zombies tear apart haphazardly-built barriers in a bid to catch their

prey, or they leap from a half-glimpsed stack of rubbish, catching you off guard. These minor, but effective, shocks ratchet the tension throughout the adventure, but they are never overplayed. Capcom further turns the screw by throwing in the occasional wind-swept newspaper or dog attack. Slowly, the game chips away at your nerves. Your senses are kept on red alert, but the strain involved gradually frays your pluck and drains your concentration. Leaving you open for the big attack, of course.

A side effect of the more expansive play area is that it adds scale to the Umbrella plague sweeping the country. *Nemesis* even tucks *Resident Evil 2* into its narrative fold. A visit to the police department reveals several boarded-up rooms — indicating that the carnage of the second game continues unabated. You are initially cast as series heroine Jill Valentine, who finds herself in the midst of an escalating zombie crisis. Midway through the game, the action switches to Carlos, a cocky member of the commando force sent by Umbrella to

Resident Evil 3



FEB 2000 OFFICIAL UK PLAYSTATION MAGAZINE 088

CUT SCENES keep you abreast of key plot developments. Meetings with Carlos reveal that you're still the best无可奈何 at the end of the mission, but they also suggest that the commander of the Umbrella Force is acting strangely. As Jill enters the scientific base, she's given a tour by an apparently unbroken member of his team, stranding up all sorts of questions and more plot twists from Capcom's writers.



gradually frays your pluck

quell the epidemic. Then it's back to Jill for the horrific finale. The plot effectively bookends its predecessor, treating it as but a small part of a bigger picture. Truly, Resident Evil 3 is the *Gone With The Wind* of undead epics.

Throughout the game, Nemesis maintains an impressive level of detail. Locations include abandoned restaurants, City Hall, newspaper offices, a power station, scientific establishments and garages, which all beautifully accommodate the series' customary puzzle-based action. Narrow alleys lead players into shopping precincts, where zombies litter the ground and the recently-risen roam the echoing halls in search of fresh food.

One of George Romero's (he of *Dawn Of The Dead* fame) greatest ideas was to make his shambling stiff the remains of normal people whose lives just happened ►

REVIEW

The Nemesis creature

opposite: The Nemesis appears in several locations throughout the game. His movements may follow a fairly predictable pattern, but you can guarantee pain in for a lifetime. He can't be killed every time you see him. He can't be shot. He can't be hit outside a safe or inside the police station. Throwing himself through the window, he reveals his desk of STARS operations and his true essence. His attacks are varied and unpredictable. He'll climb up and bite the floor with you (chomping) or he'll drill you with a few rocket rounds (pawful/handshaking/whirr).



► to be interrupted by zombie attacks. Resident Evil 3 revels in this concept, boasting an undead cast complete with fat men, fallen cops and local residents. Add to this the clever and effective use of sound. The unsettling quiet of the once-bustling Raccoon City is punctuated by eerie moans from zombies, distant gunfire from Umbrella forces and the occasional scream of a fresh victim. With the atmosphere duly charged, Capcom takes the stakes. Enter The Nemesis.



HOW TO...

PLUG SEVERAL ZOMBIES AT ONCE



Keep an eye out for background areas where you can attack by groups of zombies. Certain rooms have items that can be used to take out several zombies simultaneously. Oil drums can be detonated by a well-aimed shotgun blast, or accessibility boxes can be crushed with freight pipes that can be broken to release zombie-dropping gas cans...



It's behind you. After a while, you'll start to feel like your nerves are being worn on dental floss by a supercharged ret. The catastrophic location, the menacing music, the sense of being hunted... I just can't stand it anymore.



Alternatively, wait for the grotesque corpses to line up in front of you and see how many heads you can take off with one shotgun shell.

“Nemesis never stays down for long”

In an effort to keep the game fresh, Capcom have introduced several changes to the RE3 formula. For the most part, the changes are minor or extremely subtle, but when it comes to the brilliantly-conceived Nemesis creature, they are both extreme and unusual. For reasons that become apparent as the twisting scenario unfolds, a creature with an unquenchable hatred of the STARS team is shadowing the player's every move. Standing over nine-feet tall and armed with a rocket launcher fused into one arm, the Nemesis makes his shocking debut by smashing through a window and lunging off round after round of missiles. The impact of this new member of the Resident Evil family is incredible and it's hard not to panic as the dreaded bogeyman gives chase.

The relentless Nemesis can only be felled by a succession of direct hits from the heavier artillery available in the game. Only grenade launchers, assault rifles and magnums have even the faintest chance of making the Nemesis stop to think. Eventually, the awful creature can be

stalled and you can make your escape but, as befits his star billing, the Nemesis never stays down for long. His long shadow is felt throughout the game, as other characters discuss their battles with him and thumping sound effects betray his nearby presence. The menace quotient is topped up with frightening regularity. Oh yes.

Capcom's other major attempt to ensure Resident Evil 3 doesn't become too predictable is another worthy idea, albeit a less successful one than the Nemesis horror. As events in Raccoon City career from bad to worse, cut scenes detail upcoming problems. These can encompass anything from the return of the Nemesis to a prolonged assault from up to ten undead meat-hunters. At this point, the screen whites out and two text options will appear; selecting either will have a direct effect on the game, effectively creating a fork in the game's plot. The best example comes as Jill solves a switch-related puzzle in an abandoned power station. As she prepares to leave, a dozen zombies appear outside. ▶





All fired up. The graphics, particularly the background renderings, are superb. Resident Evil 3's scenes and every scene adds to the sense of disaster.



Let's dance. Jill dances with a couple of freaks who are out for blood but her smooth moves and dancing their heads off!



“Puzzles are delicately

► the closed door. Her options are either to stand and fight or throw the generator into overload. Selecting the latter sends millions of volts flowing through the zombies, killing them instantly and providing Capcom with yet another electrifying visual set piece.

After the shallow *Dino Crisis*, *Resident Evil 3: Nemesis* represents a storming return to form for Capcom and its survival horror genre. Granted, if *Resident Evil 3* were to be taken at face value, then it could be argued that the game is little more than a dressed-up version of its predecessors. To do so though, is to miss the point entirely. Yes, the puzzles are familiar fare and fall into the find-item-A-to-get-item-B-to-solve-puzzle-C category; but this is one of the strongest aspects of the series. The puzzles are delicately weighted to offer just enough challenge. They are logical without being blatantly obvious, or so obscure that they spoil the flow of the



HOW TO...

ROLL YOUR OWN AMMO

You can't carry any more items.



The city-wide disaster

will blow you to the dead of all their personnel possessions. Fill your pockets with handy lots of solvents, lighters etc.



Before A and B class gas powder with your reloading tool to create powder up for the handgun and shotgun.



You can also combine your powders to create new and exciting arena types. Fired from the grenade launcher.



We've just invented fire rounds. BC will burn you to a crisp. AB makes grenades and then can be turned into cold rounds by just adding C.

weighted to offer just enough challenge... //

game. They also leave the player to get on with the more immediate task of popping multiple heads with one shotgun blast or defeating the omnipotent Nemesis.

The truth is that Capcom got Resident Evil's controls and puzzle content pretty much spot-on first time. The sequel's job is to hone the survival horror concept and to dish up more of the same — that is gnawing, carnivorous zombies and demanding, but not infuriating, puzzles. Nemesis may draw the series to a logical conclusion on the PlayStation, but it goes out on a high. Raccoon City's zombies are decaying at an alarming rate but Resident Evil 3 remains as fresh as a cold bucket of fear in the face. A modern-day classic. ■

Steve Merrett



We meet again. If you ever get the urge to play Nemesis then you're probably dead already.

**IF YOU LIKE THIS
THEN LOOK AT...**

SILENT HILL

A psychological thriller that's not above drowning in gallons of blood when required.

PlayStation
Magazine
VERDICT

GRAPHICS

Superb. Genuinely captures the feel of a full-scale plague.

10**GAMEPLAY**

A larger play area creates more puzzles than ever.

10**LIFESPAN**

The expert levels up the ante nicely.

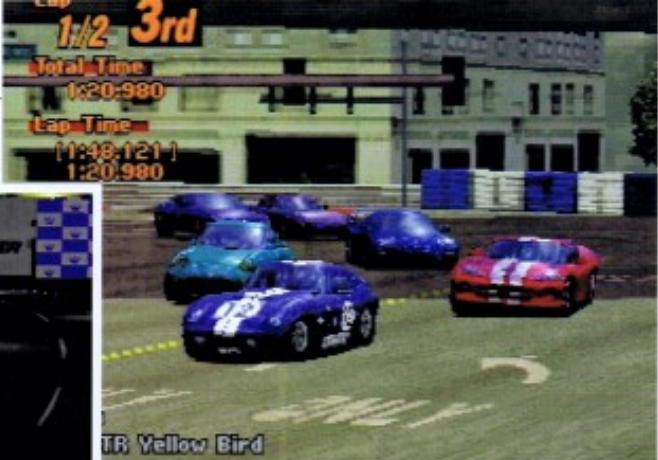
8**OVERALL**

Quite simply brilliant. Nemesis creates a believable environment, populates it with a host of evil adversaries and uses Raccoon City's urban sprawl to enhance the fiendish puzzles. Breath-taking.

10
OUT OF 10

REVIEW

While most of the cars can be purchased for hard cash, some of the ultra-expensive ones can only be won in races. For instance, we're still trying to unlock the elusive FWR Speed 12.



DOES THIS MEAN THE ORIGINAL IS NOW A GREAT-GRAN?



Gran Turismo 2

It makes all other motoring-based entertainment look distinctly

FACTFILE



■ PUBLISHER	SCEC
■ DEVELOPER	Polyphony Digital
■ RELEASE DATE	February 2000
■ AGE RESTRICTION	None
■ PRICE	£34.99
■ NUMBER OF PLAYERS	One to two

You can imagine the tsunami of panic that must have swept through Polyphony Digital when Sony demanded a sequel to Gran Turismo. Huh? Make it better? What do they want, blood?

Unquestionably THE finest racing game ever devised, Gran Turismo makes all other motoring-based entertainment look distinctly old-school. It offers 300 cars that you could actually buy in real life if you were rich – and, in most cases, Japanese – enough. And then there's the way those cars handle. When you play Gran Turismo, no longer is it enough simply to hold down \square and press left or right occasionally. Gran Turismo makes you actually drive the cars, squealing through each corner on the very limit of grip and emerging on the other side with a massive grin. Combined with car tuning and customisation options, plus graphics that make

simply watching a replay more exciting than playing most other games, Gran Turismo is Playstation perfection.

Thoughts must have rushed through Polyphony's minds of ill-fated sequels of the past: RoboCop 2, Predator 2, King Edward II. Evidently not ones to balk at a challenge, however, they went into a huddle and had a long, hard think. First, they decided that although having 300 cars was great, it would be even better if there were, for example, 600 cars, but what can? What can indeed.

Before Gran Turismo, the Western world's idea of Japanese motoring was a kooky Datsun Cherry. Now, however, we know better. We know all about the electrifying four-wheel-drive Evo IV, the high-revving Integra Type R, the tiny Demio, the shark-like Supra RZ and the invincible 900-horsepower Skyline GT-R. It's interesting to note that, since the release of Gran Turismo, companies have sprung up across

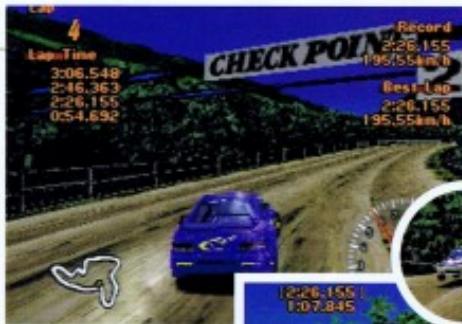
the UK importing obscure Japanese supercars to our shores.

So you'll be relieved to know that GT2 contains not just all the old Japanese cars from the original, but loads of new ones too. The Honda S2000, for example, a gorgeous new two-seater with an engine that'll happily rev to 9,000rpm. Or the excellent Tommy Kaira 22-5. There are also welcome updates to old Gran Turismo favourites – the latest Evo VI version of the Lancer, for example, and the stunning Skyline R34.

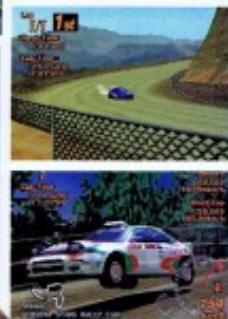
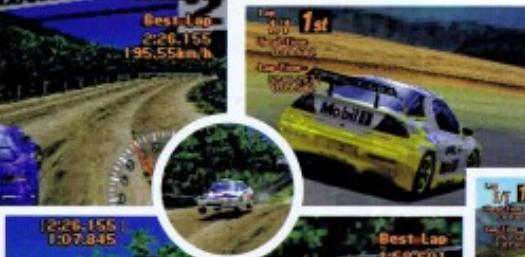
But in Gran Turismo 2, Japanese cars are just the tip of the iceberg. Polyphony's licensing team have been on a worldwide mission to sign up international car manufacturers. They've returned with 33 signed contracts, covering car makers from across Europe and the States.

So now you can buy the new VW Beetle if you want. Or a Ford Cougar. Or an Alfa Romeo 166. Or a Lotus Esprit. Or a BMW 328. Or a Mini Cooper. And they all handle just like the real thing, the front-wheel-drive Alfa running its nose wide if you go too fast into a bend, and





Rallying is an all-new addition to GT2, and it's already great. Forget the steering wheel and just look out of the side window to see where you're going. And those gravelly sound effects are perfect.



old school

the Mini Cooper coming like a go-kart.

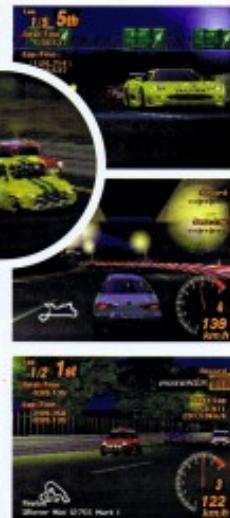
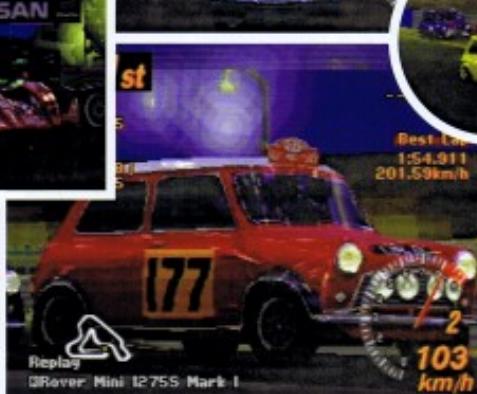
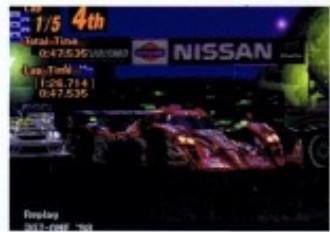
But that's still not the best of it. Remember the venerable old Corvette Stingray from the first game? It has sired a whole new world of classic cars in the sequel. Now you can buy an Aston Martin DB6 – as near as dammit the car Bond drove in Goldfinger. You can go for a spin in an old Lotus Elan. Or how about a 22bhp Fiat 500 from 1975, in which you'll need to change down to second gear to get up hills? Or a 1971 Nissan Skyline forebear of the GT-R? Or a Datsun 240Z, as driven by the Bionic Woman? Or a '69 Dodge Charger à la Dukes Of Hazzard? They look fantastic, tearing around the tracks, sunlight glinting off their chrome bumpers, and with a bit of tinkering under the bonnet they'll compete with the best of the present-day motors on offer.

Apart, that is, from the ultra-high-performance cars you'll see sitting,



temptingly in manufacturers' special departments. But these have the sort of price tags that'll take you hours of committed driving to save up for. So to begin with you'll only be able to gaze wistfully at exotica like the four-wheel-drive GT Beetle, or the so-low-it's-practically-two-dimensional Nissan R390, or the sinister TVR Speed-12, or the ►

Night time is the right time...
Just when you thought you had the measure of GT2's 20 tracks, there's night time racing. It offers the same thrills, but it's a total disaster. Fancy racing through Tilray at 2am? Bored.



"Tyres smoke, wheels jiggle up and down over bumps, and the

► hugely bespoiled, 99bhp Suzuki Escudo. If you're looking for an incentive to win races and earn credits, here it is.

Altogether there are nearly 600 cars of all shapes and sizes, and as in the first game you can build up a garage full of your favourites and twists and tune them to your heart's content. Engines can be updated, suspension stiffened, clutch plates strengthened, gear ratios altered, and racing body kits added. Now you can even plug in games like yaw control computers and limited slip differentials. And as before there's a test track to measure exactly how many hundredths of a second per lap you're shaving off.

Our Polyphonic pals could have left it there, but no. Where, they pondered, could all these cars be put through their paces. The tracks from Gran Turismo again? Seemed a shame to throw them away, so they bunged them all in. But, thinking about it, these were never quite enough of them. So they created a few more. A lot more, in fact.

bringing the total (including variations) up to 28.

And the new additions are fantastic. Laguna Seca Raceway, for example, based on a real circuit, it winds gradually up a hill before going over a blind crest and then plunging terrifyingly downwards through a series of rollercoaster-like twists and turns. There are steep hills, too, in Gondelwald, which is set amongst mountains and isn't the place to take your 22bhp Fiat 500. The Super Speedway, meanwhile, is an Indianapolis-style oval where you'll need to set your downforce to minimum, whack your gear ratios right up and try to squeeze out every last mph of top speed as you hammer four abreast down the straights. And then there are all the old favourites, like Grand Valley and the High Speed Ring, which you should be able to breeze around with your eyes closed by now.

Or... will you? You see, next on Polyphony's hit list appears to have been the way the cars handle. They haven't

changed much, but there are subtle differences here and there. For example, although you can get cars to powerslide in the original GT, the skid tends to peter out after a couple of seconds and isn't terribly satisfying. In GT2, however, if you hop into a rear-wheel-drive car like a Toyota Supra, hit the brakes hard before a sharp corner and cork the steering right over, you can trigger a long, delicious slide. With a bit of opposite lock you can hold it for ages without going into a spin, the tyres howling all the way. It might not be the quickest way to get around the circuit but it feels fantastic, and looks superb on the replay.

Speaking of which, GT2 is just as great to look at as its predecessor. Tyres smoke, wheels jiggle up and down over bumps, and the sun glints off polished bodywork. Squint during a replay and you could almost be watching Top Gear on telly.

Sound-wise, though, things really have moved on. The engine noises in the first





And the cars keep on coming... GT2 offers something for everyone from the family man to the key raver.

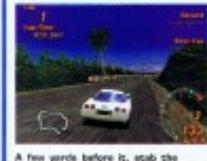


HOW TO...

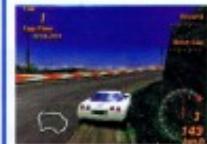
CORNER IMPRESSIVELY



Choose a tasty rear-wheel-drive car, like an RX-7 or a Corvette. However, run it towards a dangerously sharp corner. 4WD can work too, but front-wheel drive's a no-no.



A few yards before it, stab the brakes and steer hard into the corner. The tail will destabilise and start to swing round, but you'll continue on your original course.



As the car slides sideways past the open station in the opposite direction to stop it spinning then start to release the power.



sun glints off polished bodywork

game were OK, but didn't really change much from car to car. So for GT2, our friends at Polyphony shoved microphones up the exhaust pipes of all 600 cars, and the results are amazing. The Ford GT40 crackles, the Skyline whistles, the Eise blags up and down through its gears, the Tyr Tuscan Speed Six rumbles sinistfully and the Aston Martin DB6 growls exactly like Connery's DB5. And this is all to the accompaniment of a brand new soundtrack featuring tunes from Ash, The Cardigans, Everything But The Girl, Fatboy Slim, Mansun, The Propellerheads and Stereophonics.

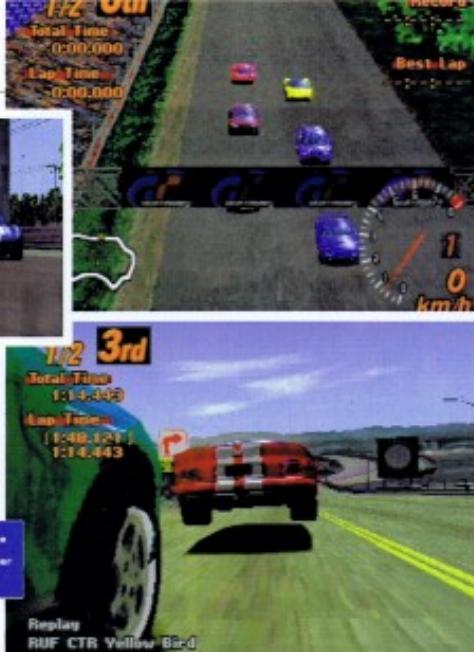
What else do you need to know? Oh yes, it was rumoured that you'd be able to load all your cars and race licences from your GT memory card into GT2. But in fact, all that you can carry over are your A and B licences. After that you'll need to complete a whole new series of tests, weaving through slalom courses and squirming around roundabouts to earn an IC licence, then an IB licence and finally an IA licence. And then – then – ▶



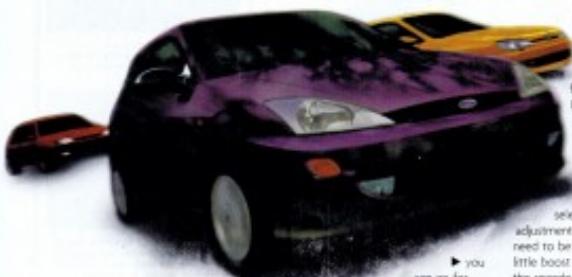
REVIEW



The Replay Mode is one of the anticipated highlights of Gran Turismo 2. Witnessing yourself cruise to victory or wear drunkenly round corners as you perfect your racing line is all part of the fun.



“There’s months and months of entertainment in here, for new-



► you
can go for
your Super Licence,
after which you get the Event Synthesiser
to play with.

If you want to do more than just tear around with a big smile on your face, the new game offers a much greater depth of races to enter, including an array of specialist cups – a classic car trophy to stick your Lotus Elan S2 into, for example,

or a muscle car series to show off your Ford Mustang. Many individual models have their own races, too, so you can witness the fantastic spectacle of Mazda RX-7s from the 70s, 80s and 90s going head-to-head. And, of course, it retains the originals’ grueling endurance races. 90 laps of Laguna, anyone?

And there’s a whole

selection of infinitesimal adjustments and additions that you’ll need to be a real GT nerd to spot. The little boost gauge that appears next to the speeds on turbo cars, for example. Sector times flashing up at intervals during a lap as well as an overall time at the end. Symbols overlaid on to replays to show you what you were doing with the controls. There’s even an option for cars to take damage in heavy collisions, although they don’t look any different and just get a bit wobbly to steer (and to be honest it’s a bit annoying and you’ll

probably turn it off pretty quickly). Oh, and now it comes on two discs. One is for Arcadic Mode, which is the simple pick-up-and-play game with a two-player option. The other contains the full-blooded Gran Turismo Mode, with its extensive cups and leagues, tuning options and more realistic handling.

And, well, that’s it. If Gran Turismo was mind-boggling, Gran Turismo 2 offers brain-buzzingly good value for just thirty-five quid. There’s months and months of entertainment in here, for newcomers and GT experts alike. It’s joyous fun whether you’re racing against a chum in a pair of belloving Convertibles, or D-60-testing a Goff GT1, or lusting after an impossibly expensive Toyota GT-One, or... or...

Blimey. We almost let you scamper off to buy it before we’d mentioned GT2’s best feature of all.

Rallying.
Gran Turismo 2’s dirt races are just



1/2 1st

Total Time

0:28.072

Lap Time

[1:21.801]

0:28.072



comers and GT experts alike

fantastic. They involve sliding sideways virtually the whole way round a gravelly course, the car only travelling in the direction it's pointing as it leaps from crest to crest down fat straights. The first time you try it you'll spin into a hedge within seconds — it's like trying to guide a fully-loaded shopping trolley through a crowd of old ladies. But with a bit of practice you'll find you can glide a sequence of bends with ballistic grace, your rear tyres making a lovely gravelly crunching as they swing from side to side.

Somehow, some way, Polyphony have managed to improve on PlayStation perfection. Gran Turismo 2 is an incredible game which shows just how far the console has come. Anyway. To the shops with you. ■

Jonathan Davies



HOW TO...

BE TOP OF THE CLASS



Race Class C, or City Runner Class. Here you race a variety of vehicles, including the Ford Cougar 1.3L, VW Golf GTI, and Peugeot 206 GTI. All of which handle just as reply as you'd expect them to.



Race Class B contains the Mercedes CLK 320 Sports, which not only looks like a huge chunk of metal, but handles like one too.



Race Class A contains the cream de la cream of sports cars, including the Lotus Esprit Coupe and the Lotus Esprit S100, which simply drives like a dream.

**IF YOU LIKE THIS
THEN LOOK AT...**

COLIN MCRAE RALLY
Race your new-found rallying skills with the

PlayStation
Magazine

VERDICT

■ GRAPHICS

Unrivaledly realistic, just like the original **10**

■ GAMEPLAY

Quick 'n' fun or subtlerly deep - your choice **10**
The ever-growing roster 1800 cars, 28 tracks... They are

■ LIFESPAN

Still haven't finished GT1? GT2's even bigger **10**
Brought up by a distinctly enjoyable game, even if you can't tell a 13B Toyota from a 12B Toyota

10

OUT OF 10

It's the PSM Spot The Ball
competition. Using your skill and judgement, place a...
thing on us to get the ball off. The
mannequin expresses his dismay at the refs decision
by writhing on the pitch.



KONAMI NUTMEGS THE SOULLESS FIFA 2000 FOR A CLEAR RUN ON GOAL...



ISS Pro Evolution

"Konami have crafted a control system that enables shimmies

FACTFILE



PUBLISHER	Konami
DEVELOPER	KCET
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to four

As single weak link can easily alter an entire team's performance. Witness the goals-agains tally for Manchester United since Schmeichel was replaced by Taibi and Bosnich. Similarly, take in the withering looks from Paolo Wanchope's team-mates when the West Ham striker misses another sitter. Just one small element can make all the difference between a winning side and one that remains on the touchlines of success. Welcome to *ISS Pro Evolution*.

Make no mistake, the latest installment of Konami's kickabout is still the very best the PlayStation can offer. However, far from snatching a convincing victory from the likes of *FIFA 2000* and *UEFA Champions League*, Konami have made life hard for themselves in the battle for the top spot. Despite the stunning presentation, awesome animated touches, supreme shots and link play, *Evolution* is plagued by the one element that has stalled the series' growth since it began. As with *ISS Pro* before it, there is a

price to pay for *Evolution's* motion-captured glory. Players often stop in their tracks when possession is lost and the animation has to play catch up. This makes it impossible to regain the ball and, after repeated incidents, becomes incredibly frustrating.

Ordinarily such a minor niggle would be forgivable, but the rest of *Evolution* plays so beautifully that this one problem stands out like Gazzala's ame. Especially since every other aspect of the game is breathtaking in terms of both realism and simplicity. Konami have crafted a control system that enables shimmies, precisely-plotted passes and 30-yard volleys. Yet this one tragic flaw means that its reign as the undisputed king of PlayStation football will probably be short-lived.

This may sound like a harsh criticism, but it's the equivalent of drawing a moustache on the Mona Lisa. It ruins a masterpiece. Otherwise, *Evolution* verges on perfection. The game spans the international stage, gathering squads from around the globe, each boasting individual skills and weaknesses. The customary

tournaments and exhibitions await, each preceded by the incredibly atmospheric use of crowd noise and cut scenes – complete with flag waving, charting and impressive panning sequences as the teams are announced. But *Evolution* is not just about presentation – *FIFA 2000* take note – it's about skill; and in this respect it out-plays Brazil's 1970 squad.

Considering how many moves there are available, Konami deserve our thanks for keeping things to a manageable level. The joy pads' face buttons are used to exercise the usual passes, shots and attempted through-balls, while the D-pad steers the pass or adds weight to the ball. This, in itself, provides a building block for novice players. Beyond this, though, is the secondary use of the shoulder buttons. Used in conjunction with the main control method, these enable players to flight long balls into space; cross the ball with pinpoint accuracy and pull moves straight out of the top-drawer.

It's an incredible system that only gets better with repeated play. Every aspect of



**HOW TO...
TAKE FREE-KICKS
LIKE BECKS...**

The Manchester United wall performs its best trick. We can see the ball's trajectory and leg last. Paul Gascoigne reasons: 'You can almost hear the reassuring thud of leather on lawns, the graphics are so incredibly accurate.'

As the players gather in the box, key attackers are highlighted with icons relating to the jog pad buttons...



And welcome to the inevitable 'Create the Village People First XI' screens.

and precisely-plotted passes”

control is duly handed to the player. Ordinarily, a through-ball will stand little chance of reaching its target, but by using the L1 button to hit a longer ball into space, defenders can be caught flat-footed. And the satisfaction of latching on to a long-pass (complete with a headed knock-down and side-footed shot) is incomparable. It also shows up PFA 2000's utter lack of skill and precision.

Evolution creates a new benchmark for football games and its remarkable control system is going to be a tough act to follow. Sadly, its glory is tainted somewhat by the ever-present loss of control. Nevertheless Konami is rightfully back on top of the Playstation Premiership. And, Motley-style clichés aside, football really is the winner. ■

Steve Mennett



Every aspect of your game can be controlled, but, as you'd expect, fans will head straight for the free kick practice options.



Kicks can be positioned from any angle, with a definitive wall lined up in front of goal. To take a kick, use the D-pad to position the ball and the stick to shoot, but remember over 90% shot strength or it will balloon over the bar.

Another goalmouth Novak does Mike after doing his best Mark the Head Thing morning of the week (Third, like yesterday - Ed)

**IF YOU LIKE THIS
THEN LOOK AT...**
UEFA CHAMPIONS LEAGUE
Title: somewhere between £200 and £300. Rating: 8/10. A decent effort, but lacks the depth of play and depth control of Evolution.

SCREW YOU GUYS, I'M DRIVIN' HOME!

SOUTH PARK™ RALLY



HELLA-COOL RACING ACTION!

FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARYIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUNCHIEST ROAD RACE EVER. WE'RE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITES!



Break like the wind with
Terrance and Phillip!



Look if you're packin' projectile vomit,
explosive diarrhea, and more sweet pick ups!



It's super racing fuel.
Thanks for asking!



Make the competition respect your
author-tail with dozens of outrageous vehicles!



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Here it is from a driver's-eye perspective. Assuming the driver is already tall, that is... The options screen and Replay Mode work great, though they take a minute to load.



It's at exciting moments like this
that it all makes sense, really



AT 190MPH YOU WON'T KNOW WHICH WAY TO TURN

F1 World Grand Prix

"If the graphics don't finish you off, the steering will "

FACTFILE

PUBLISHER	Lanher
DEVELOPER	Lanher
RELEASE DATE	Out now
AGE RESTRICTION	NONE
PRICE	£34.99
NUMBER OF PLAYERS	One to two

**IF YOU LIKE THIS
THEN LOOK AT...**

FORMULA 1 '99
The latest in the long-running series, and it's
far less free from the grievous F1 '98.

PlayStation
Magazine

VERDICT

Take one last, wistful look at your right leg before embarking on a game of *F1 World Grand Prix*. Because, by the time you've finally completed a lap, you'll have gnawed it off in frustration. Why? Because while your car drives perfectly happily in a straight line, the moment it gets wed of even the gentlest of corners it goes berserk and spirals into the nearest gravel trap.

It doesn't help that you can't actually see the corners til it's too late. While the graphical detail on either side of you is fine – spectator-filled stadiums, TV cameras, moored yachts – one key area of the screen seems to have been neglected: the tiny bit in the middle that you're frantically squinting at, wondering when the next harpoon is going to appear in front of you. That remains a

fuzzy grey blur until femtoseconds before you go ploughing into a concrete wall at over 200mph.

To make things worse, those stadiums and yachts seem to have had an adverse effect on the frame rate. With more than a handful of other cars on the screen it all gets uncomfortably choppy, and gives little suggestion of how fast you're going. On reaching a chicane at Hockenheim you can brake to what feels like 40mph only to glance up at the speeds and realise you're still doing 70 and you're going to die. And, if the graphics don't finish you off, the absurdly over-sensitive steering will.

There is a cure for all this. Switch From Simulation to Arcade Mode, whereupon it's virtually impossible to spin out. But then it's just plain dull – like Ridge Racer with incredibly dodgy

graphics, boring scenery and all the tracks already unlocked.

All of which is a shame, because there's a potential *Formula 1 99* beater buried in here somewhere, struggling to get out. The cars feel impressively solid, and look highly authentic as they whoosh down through Eau Rouge. There's an excellent Replay Mode, and a neat Helicopter Fly-by to introduce each new course. And the 1999 stats couldn't be more up to date without intervention from Mystic Meg.

If you know every F1 track off by heart, and have a fair-like delicacy on the steering, it's conceivable you'll get something out of *F1 World Grand Prix*. But *Formula 1 99* would be a far better bet for the vast majority. That'll just leave you hopping mad. ■

Jonathan Davies

GRAPHICS	So fuzzy and jerky you can't even steer properly	6
GAMEPLAY	Too frustrating to be fun	4
LIFESPAN	Can you stick with it for a whole season?	6

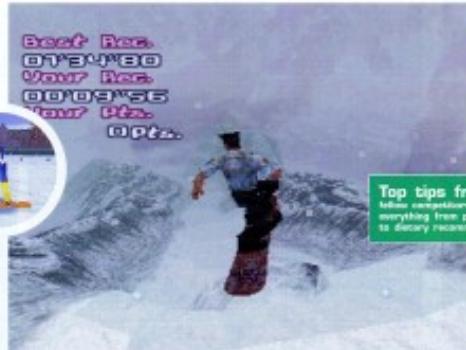
OVERALL
Given the choice, you'd be far better off going for *Formula 1 99*. *F1 World Grand Prix* is a frustrating combination of poor graphics, bad handling and wasted opportunity.

5

OUT OF 10



The scenery looks a little drab compared to the likes of *Cool Boarders 3*. A Resident Evil level would have been a nice addition. Perhaps



Best Rec.
01:34.80
Your Rec.
00:10.956
Your Pts.
0pts.



[Gale]
I like Thai food, but you just can't beat a good steak dinner.

[Dale]
I never thought I would lose in a race. I like you. I guess I haven't trained enough...

Top tips from your fellow snowboarders
including everything from picking tricks to dietary recommendations

STYLISH SNOWBOARD SIM UNLEASHES A HIDDEN EVIL...



Trick'N Snowboarder

“ Guiding the hapless zombie cop down the piste is a laugh ”

FACTFILE

PUBLISHER	Virgin
DEVELOPER	Capcom
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS
THEN LOOK AT...
TONY HAWK'S SKATEBOARDING
Skiing's cricket-based travesty, but this time on wheels

PlayStation
Magazine

VERDICT

Snowboarders are taking over the world. Indeed, if any flakes fall in your local park this winter, rest assured that somebody in a Gore-Tex jacket will immediately appear and attempt an Indy nosebone or somesuch. These days, there are even slopes in Japan, the mountains in the north being on the same latitude as Oregon. How does PSIM know such minutiae? It's just one trivia goblet spar from the Gale Parker, in-game coach of *Trick'N Snowboarder*.

Trick'N Snowboarder is yet another snowboarding game which ticks all the required boxes: Yes, there are branded boards. Yes, there is a hip-by-committee soundtrack. Yes, there is much bandying of grizzly slang. However, you may have noticed from the pre-release hype that *Trick'N Snowboarder* harbours three

hidden characters from a certain other Capcom series, *Resident Evil*. As you might have guessed, guiding Resi's hapless zombie cop down the piste is a laugh, but you can't help feeling that Leon and Claire are rather belittled by their appearance here. They are heroes after all, and asking Claire to perform a 360° back flip feels a bit like enjoying Nelson Mandela being hit with a rubber mallet on its Kneebout (Huh? - ed) gimmick aside though, is this rad or just tod?

It's actually a well-packed, good-looking, highly-playable game. Scenario Mode places you under the tutelage of the aforementioned Gale Parker, who won't reward you with a smile for your efforts, but will escort you to the world's finest snowboarding venues. On each course you are "Timed" at specific jump points, where you must pull the

required tricks using the basic but effective combo method. Like all the best Story Modes, you learn as you progress. Occasionally, a chirpy caricature will lay down a wager (announced with the legend "Here Comes A New Challenger"), by scoring a more impressive trick at a particular jump, for example, points will be added to your boarder's speed, skill and balance ratings. Courses are designed without excessive novelty, although you will be asked to leap over a speeding train and dodge the All Blacks rugby team in New Zealand. Half-pipe and slalom courses provide more traditional variety.

Trick'N Snowboarder doesn't particularly stick out from the ever-increasing heap of snowboarding games already available but should still help pass the long winter nights. Zombies and all.

Sam Richards

- GRAPHICS
- GAMEPLAY
- LIFESPAN

- Smooth enough, but no alpine splendour
- Well-designed courses cover a lot
- A good reason not to brave the real-life winter

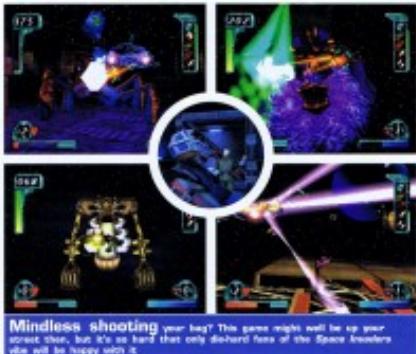
- OVERALL
 -
 -
- Better than *MTV Snowboarding* but lacks the racing thrills of *Cool Boarders 3*. And if you're tickled by the idea of a zombie doing a tail-grab, then purchase forthwith.

7

OUT OF 10



Fairly impressive graphics, but let down by the fact that the entire game's on train tracks. Gulp.



Mindless shooting year be? This game might well be up your street then, but it's so hard that only diehard fans of the Space Invaders will be happy with it.

PROTECT THE SOLAR SYSTEM AGAINST ALIEN AGGRESSORS. HEY, WHAT A CRAZY IDEA



Space Debris

“Your task is a frenzied nightmare of shooting and swerving”

FACTFILE

PUBLISHER	SCEA
DEVELOPER	Rage
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One

**IF YOU LIKE THIS
THEN LOOK AT...**
COLONY WARS: VENGEANCE
The best space combat game on the PlayStation. Challenging and compelling

PlayStation
Magazine

VERDICT

Ah yes, we've been here before. An alien force is threatening mankind and you, as a top space pilot, must fight them off single-handedly. Space Debris, an on-rails 3D shoot 'em up, contrives to build some animated pilot sequences around this basic concept, but you don't need to know the details. Your job is to shoot now and not bother asking questions later.

For those unfamiliar with the term 'on-rails', it means you can move your craft up, down, left and right, and you can control your speed by boosting and braking, but you can't control the actual route your craft takes as it blasts its way through wave upon wave of enemy craft. Which, believe me, is a good thing. This is no Sunday afternoon shooter – the level design uses highly persistent baddies, and

crumbling, tumbling, revolving, opening and closing scenic features to make your task a frenzied nightmare of shooting and swerving.

There are energy pick-ups and weapon power-ups for you to collect along the way, but when you've got a screenful of assorted spaceships to blast, not to mention large bits of flying metal to avoid and narrow tunnels to navigate, the last thing you want to be doing is checking the A-Z.

And as if that wasn't enough, the standard zoom-along-and-shoot-things levels are interspersed with free-roaming arena-based challenges; these require you to stop giant robots destroying a moon base, for example, or to blow up the power supply to a nuclear generator. Success demands you plot your own flight paths and learn to use the bank,

left/right and boost/brake controls with Nip Gun-like authority.

All the alien-bashing diversity amounts to a challenging, frustrating and sometimes exhilarating tour around the space shoot 'em up genre. It's far from original (so many elements have been borrowed from classic SNES title Star Fox that we experienced a definite sense of déjà vu) and it's bloody tough. You'll also find your fingers starting to seize up after a couple of hours play, thanks to sheer button-bashing stress.

Space Debris is a decent enough stab at a difficult to balance game style. Yes, it's basically just a mindless shooter, and that rarely satisfies modern games, but it does have some lovely explosions and a few nice twists. Worth a look if you like straightforward blasters. ■

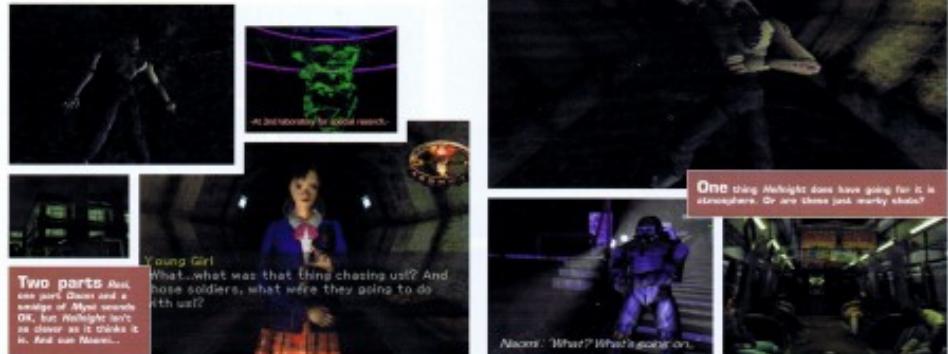
Keith Stuart

- GRAPHICS The impressive effects enliven the standard space setting **7**
- GAMEPLAY Shoot, shoot, shoot, swerve, shoot **6**
- LIFESPAN Tougher than Lemnos Lewis, but you won't come back after completion **8**

- OVERALL Space Debris is a solid and extremely-challenging space shoot 'em up, but the whole concept looks a touch dated these days. Still a good blast for anyone who enjoyed Space Invaders

6

OUT OF 10



CORRIDORS, ASSISTANTS, SLOW-MOVING MONSTERS... IT'S DOCTOR WHO - THE GAME!



Hellnight

"You find yourself in a subterranean city populated by dropouts"

FACTFILE

PUBLISHER	Konami
DEVELOPER	Atlas
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£34.99
NUMBER OF PLAYERS	One

**IF YOU LIKE THIS
THEN LOOK AT...**
DINO CRISIS
JURASSIC PARK-inspired monster mayhem

PlayStation
Magazine

VERDICT

Traditionally, videogames have set our pulses racing without really bothering with any of our other functions. Of course, the rise of the PlayStation changed all that. Games such as Resident Evil and Dino Crisis have proved that wet pants can be every bit as addictive as nail-biting thumbs. However, survival horror has been obsessed for too long with Resi's fixed-camera shocks. Only Konami's Silent Hill has attempted to evolve the genre. Until now, Konami are attempting to take horror to the next stage with Hellnight – a game that defies categorisation.

Coming across as two parts Resi, one part Doom and one part Myst, it is utterly unique. As an unarmed cop in some Blade Runner-esque Neo-Tokyo, you get trapped underground following

an attack by a hideous mutant thing. You have to protect Naomi, a young girl who fulfills the Doctor Who's assistant role of explaining everything that's happening and screaming at all the right moments. Pursued through the sewers by the creature, you find yourself in a subterranean city populated by juvenile dropouts. Government plot, anyone?

Hellnight is a bizarre mix of styles. The wandering-around section of the game is done in real-time from a first-person perspective. But then the action freezes to allow tragically static characters to pop up and have text-only conversations with you. Meanwhile, entering rooms coughs up pre-rendered images, which you can comb in an adventure-game-style for equipment and clues to the overall plot. Luckily, proceedings are livened up by the constant threat of The Monster. Atlas are

to be congratulated for trying something different with Hellnight. As an experiment in terror it's relatively effective, with you dashing headlong through endless corridors, pursued by the shambolic beast, its heavy footstep hammering into your joyrid. However, was it really beyond Atlas' abilities to throw in some animated characters, or make the non-corridor locations 3D?

And, when you strip away the bewildering maze structure, Hellnight is depressingly linear. This wouldn't have mattered if you were really able to get into it, but unfortunately the atmosphere is spoilt by low production values and component parts which fail to gel. Ultimately, Hellnight is a game which hints at the potential of videogame horror, but can't deliver it. ■

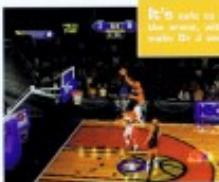
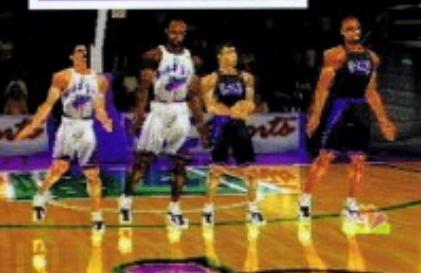
Paul Rose

■ GRAPHICS	Some nicely-detailed 3D locations, marred by sloppy 2D ■
■ GAMEPLAY	A bizarre mix which never really gels ■
■ LIFESPAN	Large but linear ■

■ OVERALL
Occasionally scary, but mostly just messy. Hellnight tries something new, but fails to pay enough attention to the basics. Its poor execution and linear plot let it down

6

OUT OF 10



MIDWAY SERVE UP MORE BASKET CASES – BUT HOLD THE JAM



NBA Showtime

“The emphasis is on arcade action over realistic gameplay”

FACTFILE

PUBLISHER	Midway
DEVELOPER	In-house
RELEASE DATE	February
AGE RESTRICTION	Three and over
PRICE	£34.99
NUMBER OF PLAYERS	One to four

IF YOU LIKE THIS
THEN LOOK AT...

NFL BLITZ 2000
Even better multi-player American football.
Lucky few bonus!

OFFICIAL PlayStation
Magazine
VERDICT

E basketball games don't generally travel well. British gamers, having been force-fed football sims until their eyes bled, have little time for a game in which two teams of tall men attempt to throw a super-bouncy ball into a butterfly net with a gaping exit wound. Regardless, Americans can't get enough of their globe-trotting giants, and so a whole lotta basketball games tend to filter down to an indifferent reception in Europe.

Many of these games come from Midway, via its long-running NBA Jam franchise. NBA Showtime is essentially NBA Jam CIVIC, which means you get a fast-paced, two-on-two basketball game with the emphasis on exaggerated arcade action over stat-hidden, realistic gameplay. In addition, Showtime retains

Jam's tendency to overload the game with ludicrous hidden characters. Crowd-pleasers like the Blokes With Exponentially Big Heads and team mascots are particularly conspicuous.

Such antics may come as something of a surprise to anyone brought up on Electronic Arts' straight-laced sports sims. Showtime's front-end is minimalist at best, and the options are virtually non-existent. If you go looking for league tables and Championship Modes, you'll still be searching this time next year. NBA Showtime is basketball played strictly for laughs, and its bells and whistles are hidden deep within the game.

What Showtime lacks in detail, it more than compensates for in showy moves, speedy action, and multiplayer fun. Frankly, if you and three mates can hook up to a PlayStation, then you'll find

yourself playing one of the best multiplayer sports games around. It may only be two-on-two, but the lack of AI players works to limit confusion, and increase the essential competitiveness.

However, NBA Showtime isn't without its flaws. The graphics, in particular, are chunky, and certainly not as smooth as most of the other basketball games out there. Perhaps the detail has been sacrificed in favour of speed and playability, but, coupled with the bare-bones front-end, it just looks sloppy.

Still, if you're happy to sacrifice looks on the altar of action, and can put aside your basketball prejudices, you'll be rewarded with a frantic, tongue-in-cheek sports game that revels in impudent exclamation and leaves the earnestness to the Americans. ■

Paul Rose

- GRAPHICS
- GAMEPLAY
- LIFESPAN

- Slightly blokey, but swift enough
- Fast and frantic, but lacking depth
- Tons of secrets to unlock

- OVERALL
- What it lacks in realistic options and polished graphics, it makes up for in gameplay and laughs.
- NBA Showtime is one of the most enjoyable multiplayer games around.

7

OUT OF 10

REVIEW



Bombs away... The fly-by-wire controls are probably one of the best things about the game. Flying the craft in a straight line attack flying is such basic 3D, makes the game virtually playable.

EVER WISHED FOR A PC-STYLE FLIGHT SIM ON PLAYSTATION? NO, NEITHER HAVE WE



Ace Combat 3 Electrosphere

“It aims to deliver the nose-to-tail joys of dogfighting, without

FACTFILE



PUBLISHER	Namco
DEVELOPER	Namco
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£24.99
NUMBER OF PLAYERS	One

While the PlayStation is undeniably the most versatile, all-round games system currently available in grey, it was never designed for flight simulations. True, Sony's console can belch out hundreds upon thousands of texture-mapped polygons per second, so creating a realistic, rolling battlescape is not a problem. Nor is drawing the F-16s, F-15s and other billion-dollar fighter jets that thunder over it, all diving and wheeling across unfriendly skies criss-crossed with missile trails and scarred with sparks of anti-aircraft fire. What the PlayStation can't do is accurately model a modern military fighter aircraft.

But as Namco have illustrated with their fly 'n' fight Ace Combat series, you can attempt to fake the plane game by

drilling the aerial thrills into an arcade-oriented, shoot 'em down, set in the near future. Ace Combat 3 aims to deliver the nose-to-tail joys of dogfighting,

without worrying about the finer points of physics or issuing a manual the size of a small novel. On the one hand it neatly mimics the visual detail of a PC game, with nice touches such as animated wing flaps, lens flare and excellent ground detail. On the other, Ace Combat 3 is all about instant and accessible action – from sweeping dogfights above sprawling futuristic cities to strafing gun emplacements encircling enemy bases.

Simplistic and straightforward, Ace Combat 3 basically consists of a variety of one-off missions, playable in an assortment of hi-tech fun-planes. You don't have to know the principles of air combat. You don't have to understand

how to navigate between two waypoints. Whereas a real F-16 typically has a payload of six air-to-air missiles, Namco's F-16 can invariably carry upwards of 80.

While you can only pilot the famously-delayed Eurofighter during the game's early missions, the more sorties you complete, the greater the number of new aircraft you can unlock. The planes, including the F-15, F/A-18, MiG-33, SR71 Blackbird, and a futuristic spaceship. Each have their own Ridge Racer-style ratings – attack power, mobility, stability and defence. Thus the F-16 is more agile and mobile than the F-15, but lacks the latter's sturdy defensive shell. Equally, while the SR71 Blackbird is the fastest plane of the bunch, it handles with all the aerial grace of a hang-glider heffer. While we're listing its good points (and there aren't many), Ace Combat 3 also

PlayStation
Magazine

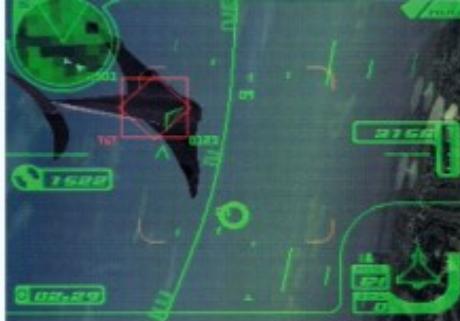
VERDICT

■ GRAPHICS	Expert rendering, lots of detailed cityscapes
■ GAMERPLAY	An understanding 3D shooter with a military theme
■ LIFESPAN	One day's play for £24.99 it makes no sense

■ OVERALL
Nowhere does that yes, it is possible to increase PC-style flight sim graphics on the PlayStation. But, unfortunately, they forgot to include a game to go with them

3

DUT OF 10



The sheer amount of information you have to take in can be overwhelming. You won't see the ground until you end up relying on visual landmarks, rather than most of your plane flying.

worrying about physics”

intersperses the missions with the odd cut scene or interactive test, challenging you to land on a pitching carrier deck or rendezvous with a tanker aircraft for some mid-air refuelling.

But, like Ace Combat 2 before it, this sequel-to-far is repetitive, uninspiring and underwhelming. While the missions vary in design and content [from destroying parachutes and tanks to blasting satellites in low Earth orbit], AC3's mix of air and ground gun-fodder depresses with each passing mission. Each featured aircraft, while different in name and shape, handles with the same up/down/left/right simplicity – afterburners to speed up, airbrake to slow down, rudder controls to perform a QuikStyle aerial idiom. Enemy aircraft can easily be dispatched with a simple turn-and-chase manoeuvre, while the ground targets might as well be protected by pheasants considering how much damage the surrounding AA batteries can inflict on your aircraft. As such, your biggest problem is to avoid running into the ground (although your

plane can bounce at least once if you misjudge a dive). Despite its three difficulty ratings (Easy, Normal and Hard) there's nothing ace about Ace Combat 3. Ultimately, if you stay in the air and point your chosen aircraft at the designated targets, you can finish each mission in about five minutes, no matter which difficulty level you play on.

We had hoped for a little more depth and a touch more intelligence to the computer AI, but, despite its good looks and PC-style flight sim facade, you'll be lucky if Ace Combat 3 lasts you more than a day. ■

Dean Evans

**IF YOU LIKE THIS
THEN LOOK AT...**
**EAGLE ONE:
HARRIER ATTACK**
Not seen, and could never be seen forward

HOW TO...

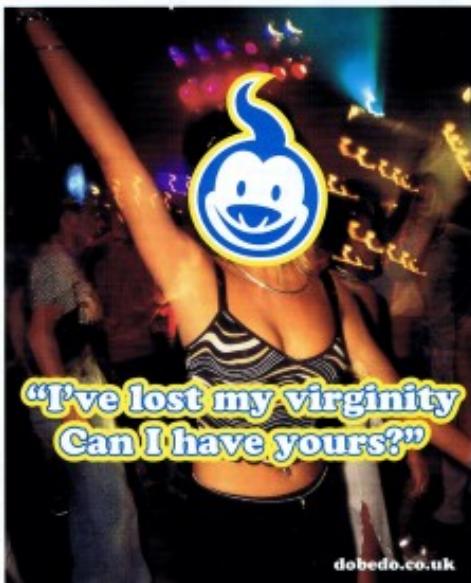
FIRE AND FORGET

Shooting down enemy aircraft in Ace Combat 3 is a simple matter of pressing a button and pressing a button again immediately. When you first encounter a target, it will typically be heading straight at you. Don't waste precious missiles straight away. Aim to fly slightly to one side of the plane as it approaches you.



As you pass it, hit your airbrakes (R1) and turn your craft round 180°. As soon as you see it, let the afterburner (R1) to move into missile range.

The enemy plane should still be moving away from you. Adjust your flight path to keep it in sight and bring your missile into range as soon as you get a look.



REVIEW



ALL THE THRILLS AND SPILLS OF SUPERCROSS. WELL, THE SPILLS, AT LEAST...



Supercross 2000

“Your ride may lean like a superbike, but it turns like a heffer”

FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	EA Sports
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to two

IF YOU LIKE THIS
THEN LOOK AT...
CHAMPIONSHIP MOTOCROSS
Provides the kind of excitement for that's
often missing in bike racing sims

Official PlayStation Magazine

VERDICT

GRAPHICS	They do the job, in their clunky, blocky fashion	6
GAMEPLAY	Let down by some extremely irritating oversights	4
LIFESPAN	Good for about an hour's angry twiddling. Keep that receipt	2



The start tends to be a fairly random affair as the riders fall over each other

tight corner and your ride may lean over like a superbike, but it turns like a hemmed-in heffer. It isn't realistic, but more unforgivably, Supercross 2000 doesn't even play well because you feel cheated by said poor physics every time you try to take a corner.

Similarly, the bike and rider's reactions to the forces acting upon them are neither sufficiently credible nor satisfyingly spectacular. When you fluff a gutsy stunt, you want to be wiped out on a grand and staggering scale. When you don't want it's a shameless display of bad physics. Hit a wall at full pelt and all too often you'll simply grind to a sudden halt. But accidentally clip another rider at low speed and you've every chance of being tossed into the air like a rag doll. It doesn't make any sense and it's winnowingly frustrating. The two main

modes of the game are race and freestyle based. You'll probably end up spending most of your time in freestyle, as the racing option can plan demanding – try racing around the tightest course known to man when you've got the turning circle of an oil tanker. Or on second thoughts, don't.

Freestyle offers more julets per hour, if only for a short while. You'll soon tire of the exceptionally-limited range of stunts and tricks though, and the inevitable running commentary, so beloved of EA sports sims, is enough to make you bite your controller in impatience.

Even the selection of courses, riders and bike setup options don't redeem Supercross 2000. The poor design mars all potential enjoyment. Do yourself a favour and steer well clear. If you can.

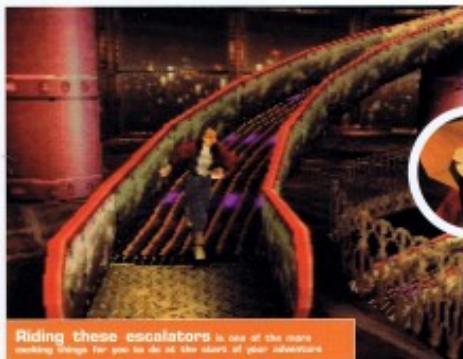
All Blackham

4

GUT OF 10



Don't be fooled by the fancy FMV shots. The in-game cutscene is frustratingly gloomy and unengaging. The camera is of a similarly low standard.



Riding these escalators is one of the more
exciting things for you to do at the stars of your adventure.



Few of the characters are particularly strong or original. Here we see Mrs. Tokem, Unconventional Berry Bird along with Mr. Shabby Muddy Mire.

HOW DO YOU FOLLOW FINAL FANTASY? BY IMPORTING SOME OF THAT MANGA VIBE...



Overblood 2

“Imagine a pale imitation of *FFVII* with its heart ripped out”

FACTFILE

PUBLISHER	PBM Systems
DEVELOPER	Riverhillsoft
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£29.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS
THEN LOOK AT...

FINAL FANTASY VIII
One of the best games of all time. A must
buy for any RPG fan.

The threat posed by cloning can't be underestimated. Forget Dolly the sheep. It's videogames that really suffer from indiscriminate body forging. Attempting to improve upon successful titles is nothing new, and clones often create desirable mutations that munge gaming technology forward. But this Darwinian selection method also spawns a lot of doomed offsprings. Come in Overload 2, your time is up.

Imagine a pale imitation of Final Fantasy VII with its heart ripped out. From the Cloud-quaffed main character and the dystopian planet kept alive by city-sized machines, to the external pre-rendered environments, so much of Final Fantasy VII has been transplanted to Overblood 2 that you're tempted to check your old copy to see if it has been

nicked, is Overblood 2 at least a stronger, faster, fitter clone? Sadly, no.

It has only got a few new moves, most notably a free-camera 3D view and real-time combat. Most tragically of all, though, the compelling RPG elements have been ditched in favour of action advertising. A poor design choice that turns *Overload 2* into the videogame equivalent of the Dodo. While the 3D view is ambitious, it's jittery and riddled with collision problems. Puzzles are obscure so you can easily wander around for ages without triggering the right piece of FMV. Combat is clumsy, and lacks either the grace of a Tomb raider or the impressiveness of FMV. But it's the terrible localisation that finally kills *Overload 2*.

True, it's hard to bring epic Japanese adventure games to the West, but that doesn't make it alright to do it badly.

Overload 2's dialogue is so bad it's hilarious. In the opening sequence, a high-bred, Asian cyber-mime wonders, literally, what shell Aunt Jane for Christmas. It's absurd and destroys the atmosphere from the start. As does the scene-setting background story which begins, "Since the event known as 'the sudden death of the earth,' all life on Earth has become totally silent on air cooling machines. It is 205AD in the run up to Christmas and East Edge is looking particularly colourful."

If you're rich and you like your humour black, you might enjoy a game laced with such nonsense. Most of us, spoiled by atmospheric games such as Square's classic or *Silent Hill*, will find nothing worth exploring here. And certainly nothing worth cloning. ■

Owain Benallack

SPECIAL
PlayStation
Magazine
VISPIEL

- | | | |
|-----------------|--|---|
| GRAPHICS | Detailed pre-rendered scenes but a glitchy 3D camera. | 6 |
| GAMEPLAY | Benefit of both atmosphere and excitement. | 3 |
| LIFESPAN | Could drag on for ages if you wanted it to. You won't. | 5 |

- #### ■ OVERALL
- Overblood 2 is not as much a poor man's Final Fantasy VII as a rich man's lavish waste of 30 quid. Lacking in both atmosphere and playability, it's best avoided.

4



Evil scarecrows
make particularly
ineffective opponents –
even in great numbers



YOU'VE KILLED SEVEN SOME BATTLES
COMBINE INTO THE JACKPOT'S DOMAIN!



Take out ninjas (easy) if all of their fancy jumping around and sword swinging gets in the way. Which is odd.

FAR EAST MEETS WILD WEST IN A MYSTIC BLEND OF SLASH 'EM UP/SHOOT 'EM DOWN



Rising Zan: The Samurai Gunman

“It’s a pick ‘n’ mix of, well, lots of other PlayStation games...”

FACTFILE

PUBLISHER	AtGames
DEVELOPER	UEP Systems
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£39.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS
THEN LOOK AT...

TENCHU
Sword Play! only more atmospheric, with
mysterious forests and such were two

Official
PlayStation
Magazine
VERDICT

Together at last: guns and swords. Meet Mr Zan – raised in a rough and unholy saloon town, he took a few years out to hop over to Japan and back up his sharp-shooting skills with some typically-honorable tutoring from a mysterious Samurai master. He returned to find his patch overrun with a curious crew of ninja thugs and fighting men made of wood – a bit like the block in Tekken. Time then to take out the trash with special sword moves and fancy trigger-pulling cap-popping.

Sound good? Well, it could have been. Rising Zan: The Samurai Gunman is a pick and mix of, well, lots of other PlayStation games, parrot-beaten into a charming, but uneven, new shape. It's basically an inferior Tenchu with a new setting and an extra weapon. Its Japanese

origins are betrayed by the emphasis on RPG-style plot interludes [big bad guys with boozing voices giving it plenty of “you’re better than I thought kid. Now prepare to die.”] and some deeply-twisted attempts at dramatic impact [“Prepare to face... Super Wood Man”].

But beneath the variety of blade-flailing and gun-smoking options, the combat is more like Tomb Raider’s hit-and-hope style. However, if you resist the temptation to simply bash the buttons and actually try to link moves together with a bit of originality, Zan earns more hero points. These boost his speed and sword power. The action is also packed with satisfying comic violence – particularly the ludicrous geyser of blood which spews out of a freshly bisected baddie’s twisting lower half. The levels are generally pretty linear and missions

range from disappointing Get-A-To-B-And-Kill-Everything jumps to the surprisingly lateral and puzzle.

It’s this inconsistency that makes Rising Zan such a disappointment. Games weaned on more complex games such as Metal Gear Solid, Syphon Filter or Medal Of Honour won’t be able to shake the feeling that they’re slumming it. The impressive sense of speed and action has been marred by the messy graphics and jerky 3D. What’s more, thanks to the imprecise control system, any sections requiring accurate jumping are a trial-and-error nightmare.

Fair play to UEP Systems for at least trying to come up with something new, but despite the funky feel, excellent plot and occasional flashes of brilliance, Rising Zan is nothing special. ■

Andy Lowe

- GRAPHICS
- GAMEPLAY
- LIFESPAN

No slowdown, but plenty of ray textures and a general lo-fi feel. ■
Immediate and accessible, but suffers from sameness. ■
The same option lets you take it easy, but it’s not one to come back to. ■

- OVERALL
-
-

Highly-loved ozzenot as a fresh crossover.
Engaging quirks offset a the bland and overbearable language. If you are Super Sexy Cool Hero? you’ll pall behind the basic gameplay and remedial visuals. ■

5

OUT OF 10



With shots like this approaching 100mph, you'd think the goalie would have no chance, but a vast array of saves, blocks and smotherers are on hand.



SONY BODYCHECK EA IN THE NEW COLD WAR. JOLLY HOCKEY STICKS THIS ISN'T



NHL Face Off 2000

“There’s a surplus of violent checks and one-on-one fights”

FACTFILE

PUBLISHER	SCEI
DEVELOPER	Selworks
RELEASE DATE	March
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to eight

**IF YOU LIKE THIS
THEN LOOK AT...**
NHL CHAMPIONSHIP 2000
This year's new rival, in terms of total kit
and authenticity

As a nation we may be rubbish at ice hockey, but we can still appreciate that it contains all the ingredients necessary to make the ideal videogame sport. The speed, the violence, the crazed slapping in front of goal... Truly, this is excitement. Something which explains why so many NHL branded games wash up on our fair weather shores.

NHL Face Off 2000 is the latest to cross the pond and offers all the usual pukkery plus a management section that lets you sign, release and trade players between teams. If you want to, you can add to the rosters with players of your own creation, allocating points to various stats (you can even stamp up your aggression and fighting skills).

There's much to satisfy, even if you aren't in it for the authenticity, with

various pre-game renditions of The Star Spangled Banner, plenty of Wurlitzer ditties, a surplus of violent checks and controllable one-on-one fights.

Superbly, fighting forms a kind of sub-game, with four buttons controlling duck, slap, uppercut and blocks. It's an amusing diversion that adds extra venom to multiplayer games, but doesn't dominate the play. The sound effects are great, genuinely recreating the ambience of a stadium rink. The player cards also make for a fascinating history of the mullet haircut in 20th century team-based sport.

But it's the new ICE Artificial Intelligence that gives the game its main edge over E6 NHL 2000. CPU opponents now camp in front of the goal, waiting for redirected passes, while defensive players make unpredictable rushes into the offensive zone and circle the box during

penalties. The enhanced AI is most noticeable in the goalies, who make a fantastic variety of saves, including glove, stick, chest, kick and block. They will do anything to cover the goal, sprawling sideways and even lying on their backs to smother a rogue puck. This makes scoring a real challenge and you have to learn the extensive range of shots, such as slap shots, snap shots, fake shots and redirected shots to fool the Michelin-styled goalie and stick one in the net.

Unfortunately, Face Off 2000 looks terrible. Despite 3D motion-captured animation the graphics really let the game down. Where NHL 2000 boasts stylish reflections, Face Off can only muster dull, four-way shadows cast by the floods. It's certainly fast, real and raw, but it's no great beauty. ■

Steve Brown

PlayStation
Magazine
VERDICT

■ GRAPHICS

■ GAMEPLAY

■ LIFESPAN

The most disappointing aspect of the game ■

In-game strategy switching and a host of shots, saves and checks ■

Longer if you can be bothered to get into the management ■

■ OVERALL

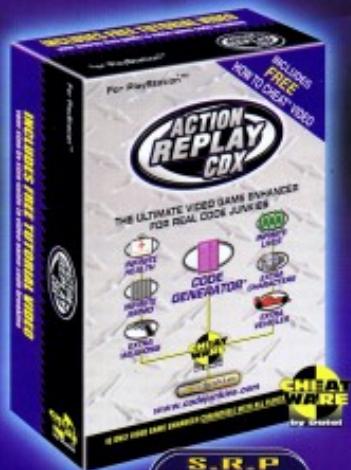
The sounds and realistic play, but unfortunately the graphics undermine the animations somewhat. The fighting options make for multi-player sessions, though, and it's undeniably fun ■

7
OUT OF 10

the next generation of cheatware

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MAIN MENU



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Grooming Is master restorative - you only have three attempts to get it right, though.



LEATHER BOOTS? WHIPS? SADLY MARY KING'S GAME ISN'T QUITE AS KINKY AS IT SOUNDS



Mary King's Riding Star

"She requires grooming, mucking out and plenty of good lovin'"

FACTFILE

PUBLISHER	Miles
DEVELOPER	In-house
RELEASE DATE	Get new
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to four

**IF YOU LIKE THIS
THEN LOOK AT...**

PET IT TU
Trotton for kids, yearning for adults.
Just Tomagotchi fans need apply.

Enter the world of Mary King. Far from being the dominatrix she may seem, Mary is in fact every budding equestrian heroine. While she may not appeal to the gaming hardcore, there are apparently numerous little girls who worship her. Stuck for something to buy your kid sister? Read on...

Riding Star can be divided into two sections - caring and competing. Girls who are unable to own a real horse can play with Star instead and they need to be just as attentive to her as they would to a living animal. She requires grooming, feeding, watering, mucking out and plenty of good lovin' - all of which takes an age due to the painfully long loading times. In the tack room you can flick through a guide book on looking after Star which tells you how to

keep her happy. If she is not well cared for, her discontent becomes apparent by her low energy levels. This caring side of the game is very much in the Tamagotchi mould, but three times as expensive.

There are three events - Dressage, [this is where you and Star prance about in ribbons waving at the judges], Cross Country (which suffers because you are unable to see the jumps before you're on top of them) and Show Jumping. These events can also be enjoyed in the multi-player mode where you take on a mate. And that's about it. It gets progressively harder, but events are simply repeated.

With so many developers content to chum out sequels, Miles are to be commended for taking a risk on something so original. But although Riding Star makes it out of the starting gates, it falls well before the final furlong. Part of

the joy of owning a horse is interacting with it, but this aspect is drastically underplayed in Riding Star. There are only three phrases to express your love for Star, all of which contain the phrase "Come on". Experiences that you would hope to share with your four-legged friend are completely overlooked - there are no country walks, pictureque hacks, or open fields across which to canter.

All too often publishers saddle poor quality games with an "it's for kids" tag, assuming they'll lap up second-rate fare, often to the point where their naivety and age is taken advantage of. So the question is does your average teenie-bopper 12-year-old girl want to spend her time painting the hooves of an over-priced, and immobile Tamagotchi? This journalist thinks not. ■

Catherine Channon

PlayStation
Magazine

VERDICT

■ GRAPHICS	In the vent Star's a picture, but on the move she's no Black Beauty	5
■ GAMEPLAY	Shallow and repetitive	4
■ LIFESPAN	Short as a shetland pony's leg	4

■ OVERALL
Although the idea behind Riding Star is appealing, the reality of the game just isn't viable for money, it's an over-sized, over-priced Tamagotchi that could have and should have been so much more.

4

OUT OF 10

REVIEW



Definitely it one of the more the normal. The swimming and running events work well, though simultaneous four-player action. You will need to have a Multi Tap and three mice to try it out though.



ON YOUR BUTTONS! GET SET! GO! BLISTER-BUSTING MAKES A RETURN TO PLAYSTATION...



International Track & Field 2

“The brand new canoeing, diving, vaulting and cycling events are

FACTFILE

■ PUBLISHER	Konami
■ DEVELOPER	Inhouse
■ RELEASE DATE	February
■ AGE RESTRICTION	Nons
■ PRICE	£39.99
■ NUMBER OF PLAYERS	One to four

To succeed in the world of athletics takes years of intense training, a supreme level of fitness and, depending on your choice of events, a technique honed through years of practice. In this respect, International Track & Field 2 is an extremely accurate representation of the sport. The main difference being that your fingers are put to the test rather than your legs. Endurance events such as the 1km time-trial cycling and even the 50m freestyle swimming will make you develop muscles in your digits that you didn't even know existed. And that's if you're lucky. The less robust of gamers will suffer from blisters and repetitive strain injuries – although it won't stop anyone going back for more.

There are 12 events in all, and they offer a surprising amount of variety, even though the majority of them are controlled in almost exactly the same way. The easiest event is the 100m which requires you to do nothing but repeatedly hit the \triangle and \square buttons [which are

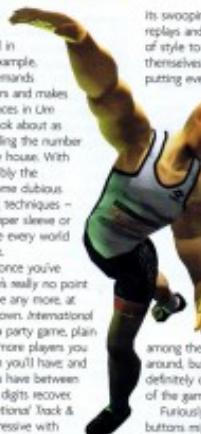
non-configurable]. The other events are quite technical in comparison. For example, the horse vault demands lightning-fast fingers and makes the button sequences in *Ume Jammer Lammy* look about as challenging as dialling the number of your local curry house. With practice, and possibly the employment of some dubious button-hammering techniques – like using your jumper sleeve or a bird – you'll take every world record in the book.

Unfortunately, once you've got them all, there's really no point in playing the game any more, at least not on your own. International Track & Field 2 is a party game, plain and simple – the more players you have, the more fun you'll have and the more time you have between events to let your digits recover.

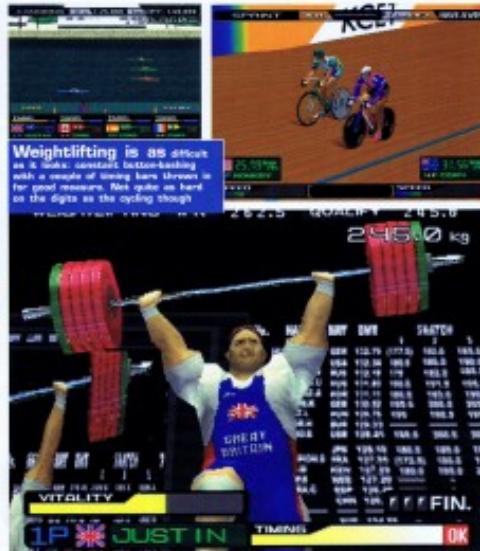
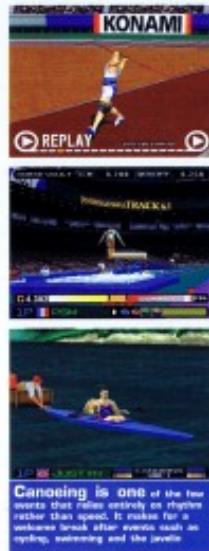
Visually, International Track & Field 2 is very impressive with

its swooping camera movements, action replays and photo finishes adding a sense of style to the occasion. The athletes themselves look fantastic; their animation putting even the delectable Ms Lara Croft to shame. It's not gold medals all the way though because the 100m hurdles, the high jump, triple jump and shotput are all curiously missing from the long list of events on offer. The cuts were like Konami's deliberate attempt to distance the game from its predecessor. Certainly the brand-new canoeing, diving, vaulting and cycling events are among the best on offer this time around, but the loss of the hurdles definitely detracts from the Olympic feel of the game.

Furiously smashing the \diamond and \circlearrowleft buttons might not sound like much fun



International Track & Field 2



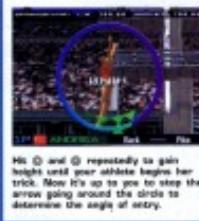
HOW TO... PERFORM THE PERFECT PIKE



Choose the trick you'd like to perform from the list, taking note of the difficulty. This determines how fast the timing bar moves in the next stage of the event.



Stop the timing bar at its peak to ensure that you have plenty of time to harness the bounces and gain extra height off the springboard. Falling here will lose you points.



among the best on offer this time around..."

and, to be honest, it isn't if you're playing on your own. But chuck in a few mates, a Multi Tap and maybe a beer or three into the equation and International Track & Field 2 comes into its own. There are few games on the PlayStation more fiercely competitive, more exhausting and, unfortunately, more reliant on you having three like-minded mates to enjoy it with.

Multiply in mind International Track & Field 2 is the Bomberman of the sports games – dull on its own, sublime with a pal. That said, it's not, on its own, a good enough reason to get a Multi Tap, but if you're lucky enough to have one next to your PlayStation and you have a few mates who might be up for a challenge, then you could do a whole lot worse.

After you with the Band-Aids. ■

Justin Calvert



**IF YOU LIKE THIS
THEN LOOK AT...**

INTERNATIONAL TRACK & FIELD
The graphics is pretty much the same, but it's not as polished. It is only £39.99... ■

PlayStation
Magazine

VERDICT

■ GRAPHICS

Detailed athletes, superbly animated in spectacular mode ■

■ GAMEPLAY

Rubbish on your own, great with your mates... ■

■ LIFESPAN

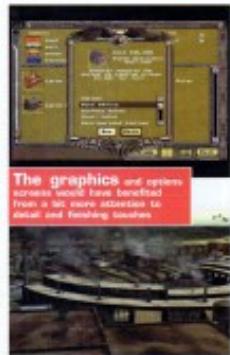
...But sooner or later your mates are going to tire of it ■

■ OVERALL

Some new events have been brought in, some classic events have been chucked out, but it's only the graphics that prove to be any real improvement on the original game. ■

7

OUT OF 10



YOU MAY BE A MEGALOMANIAC, BUT CAN YOU MAKE THE TRAINS RUN ON TIME?



Railroad Tycoon II

“It’s impressively rich stuff for the budding transport baron”

FACTFILE

PUBLISHER	Take 2
DEVELOPER	Pop Top
RELEASE DATE	March
AGE RESTRICTION	None
PRICE	£24.99
NUMBER OF PLAYERS	One



In the Age Of Steam, in those days, it didn't matter what was blocking the tracks – leaves, buffalo, Mexican bandits, heroes tied down with rope ("Chuff! Chuff! "Hayup! Hayup!" etc) – because nothing could stop the trains running on time. Fortunately, braking technology has improved since then.

Already a hit on the PC, Railroad Tycoon II is a strategy/management game set in the era of the iron horse. Lay the tracks and build stations, buy your rolling stock, choose which goods to transport for maximum profit, then repeat, closing up those panniers while seeing off rival networks.

Get to grips with the basics and you'll find even deeper layers of control, enabling you to take over production at lumber mills and cotton farms. Improve

each area by adding telegraph and passenger facilities, or even dabble on the stock market between the hiring and the firing of staff. A host of maps and campaign scenarios take you from America's Deep South to the foothills of China and historical references come thick and fast. It's impressively rich stuff for the budding transport baron.

Those expecting to mess about with virtual model railways will be disappointed because that's not the aim. Reluctantly you can't even build tunnels and must either circumnavigate hills or suffer the engine-choking gradients. Taken as a management sim rather than a building game, though, RTII has the potential for a feast of profiteering fun.

But something is definitely amiss in this conversion, and those abysmal screenshots offer the first clue. Your

Dwight Clinton freight express is little more than a string of blobs, while the only way to identify many buildings is to click on them. The lack of detail is regrettable because even once you've built your empire, it's never a pretty sight to survey. Text, too, appears in the most illegible of fonts, and despite a mass of controller short-cuts, you'll still expect to negotiate a blatantly mouse-oriented interface with a directional pad.

It's a shame, because the game's labour-intensive book-keeping requires clean presentation and a faster, smoother interface than Pop Top have provided. There's no denying the quality of the game underneath, and hardcore strategists might want to persevere, but you will need the patience of a saint. Or better still, a regular computer. ■

Zy Nicholson

IF YOU LIKE THIS
THEN LOOK AT...
THEIR HOSPITAL
There's undeployed horses while finding a cure
for Death Head

PlayStation
Magazine

VERDICT

- GRAPHICS
- GAMEPLAY
- LIFESPAN

Fuzzy, low-sprites and ugly isometric screens 4

Top account-lem-up railroading sim meets unfriendly interface 7

Should have been higher, but no mid-game save? They've ruined it 3

- CHEATFILE

As magnificent as *Railroad Tycoon* for PlayStation should have been, this clunky evil conversion has turned a great game into a steaming pile. What a miserable shunt.

5

OUT OF 10

SOUTH PARK WILL KICK-ASS THIS MILLENNIUM!!!



THE WHOLE OF SERIES 1 & 2 ARE NOW AVAILABLE ON VIDEO



LOOK OUT FOR THE VIDEO RELEASE OF THE HILARIOUS
SERIES 3 COMING LATER THIS YEAR





The snarling 'sours look the part, but their moves are all too similar. Variety's what's needed.



The low lunge is horribly effective, but dull. Repeat it against helpless opponents for a quick kill.

ONE CRUEL BLOW TOO MANY FOR OUR PREHISTORIC PALS



Warpath: Jurassic Park

“Dinos square up with only one thing on their minds – to kill”

FACTFILE

PUBLISHER	Electronic Arts
DEVELOPER	Greensworks
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
PRICE	£34.99
NUMBER OF PLAYERS	One to two

Along with their inexplicable affection for furries and slime-filled alien eggs, The Kids' love affair with dinos seems in no danger of waning. Doubtlessly fuelled by the Beavis' recent success in portraying best-guss thunder lizards as legitimate docu-fodder, Warpath is bound for similar commercial (if not critical) triumph.

Yet ironically, it's the groundbreaking Walking With Dinosaurs series that ultimately consigns Dreamwork's loose film tie-in to the status of mediocre dino-cash-in. Once we've walked with them, the thrill of fighting with them becomes little more than queasy titillation. While the BBC's CGI-fest presented our scaly precursors as noble, nurturing and herbivorous as much as scavenging, selfish and predatory, here dinos square

up to each other with only one thing on their tiny minds – to kill. This may be the standard remit for beat 'em ups the world over, but lessons should have been learned from the tedious Primal Rage.

The problem lies in the lizards' limited range of moves – a jumbled mess of butts, slashes and tail swings that will make most dino-experts gap at their lack of authority. It's not just the lack of credibility that makes you despair, though. Warpath has been executed with a breathtaking lack of imagination and a complete absence of genre-specific knowledge. There's little difference between special moves, and occasionally the camera angle shifts to a semi-overhead view that throws you completely. The combatants too, appear

oversized in relation to their arenas, and every bout starts with the snarling beasts standing literally nose to snout. There's little room to manoeuvre and the action invariably degenerates into a frenzy of random button bashing.

If nothing else, at least the visuals are spot on. The dinos themselves are fluid and brilliantly-textured and the locations (although too small) are reminiscent of the films. A pat on the back should also be given to whoever thought of the semi-educational library option that enables you to browse the dinos' timelines and view them with alternative skins.

That aside, the other novelties are too slight to propel Warpath out of the extinct league. Prehistoric, indeed. ■

Matt Pierce

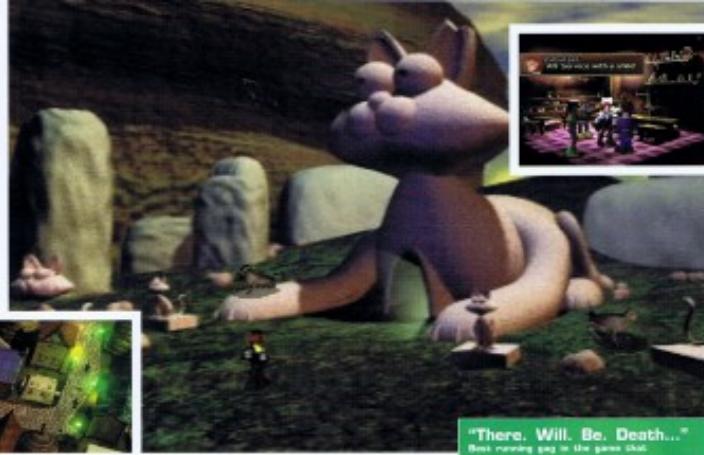
GRAPHICS	Suitably-slothy textures and smooth animation between moves
GAMEPLAY	Hammer the buttons til your fingers hurt. Hardly subtle
LIFESPAN	The unlockable secrets may keep you going for a few weeks

OVERALL	A pitifully forgettable beat 'em up that's not worth your time. Warpath: Jurassic Park is simultaneously an object lesson in how to make a formulaic beat 'em up, and very few friends
---------	--

Official PlayStation Magazine
VERDICT

4

OUT OF 10



"There. Will. Be. Death..."
Best running gag in the game thus far



Summoning spells
are actually rendered by a mix of FMW. Because, you would suggest, the graphics engine isn't flexible there

ROLE UP, ROLE UP, POKE THE WEIRDNESS WITH A POINTY STICK + 4



Shadow Madness

“A mess of uneven pacing and terrible plot development”

FACTFILE

PUBLISHER	SCEE
DEVELOPER	Crew
RELEASE DATE	February
AGE RESTRICTION	Three and over
PRICE	£29.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS
THEN LOOK AT...
FINAL FANTASY VIII
SquareSoft's world-beating roleplaying RPGs that
other systems can't!

PlayStation
Magazine

VERDICT

Ever since *Final Fantasy VII* broke all records and put console RPGs on the map, we role-players have been eagerly bracing ourselves for the inevitable torrent of pointy-hatted polyhedron-pushers and genre co-habs. Now *FFVII* has come and gone and, well... it hasn't exactly opened the floodgates.

It might not sound like the worst thing in the world to discover that *Shadow Madness* is a brazen attempt to clone *FFVII*. From the pre-rendered backdrops to the popping of numbers from damaged heads, all the right elements are in place.

Two points immediately stand out in the game's favour. While *FFVII*'s random battles remain a turn-off for many players, *Shadow Madness* provides a mechanism for avoiding them: Hit the shoulder

buttons when you hear the warning roar and, nine times out of ten you'll sidestep the encounter; it's your choice to explore uninterrupted or build up experience.

The second bonus is a three-grade difficulty setting to determine the frequency and toughness of wandering monsters. For those who feel that Japanese RPGs are becoming far too easy in striving for mass-market acceptance, the upper difficulties present the necessary challenge for a true sense of threat and reward.

In terms of storytelling, *Shadow Madness* is a mess of uneven pacing and terrible plot development. While it's a relief to see a script that attempts humour with occasional success, and without interminable references to missing shards of Krushad, it rarely succeeds in delivering anything more than poor American puns. By allowing the

scriptwriters to try for the wacky at every opportunity, any mood of epic drama is consistently deflated.

There are design flaws too, from inventory management to magic. Although it seems to imitate Square's ATB battles, the combat system is a sham. Lacking FFVII timer bars, the speed of your attacks rests entirely on how quickly you can click through the menu options. Using the shoulder buttons to open different action menus might sound efficient, but the pain of trying to move between them and scroll through lists of options defeats even the accustomed user.

Overall, *Shadow Madness* amounts to mediocre role playing fare. Proof, once again, that American developers still lack the talent and insight of the Japanese when it comes to crafting RPGs. ■

Zy Nicholson

- GRAPHICS An uneven collection of visuals, from the delicious to the gut-troubling 7
- GAMEPLAY Some welcome innovations undermined by fundamental errors 6
- LIFESPAN 40-60 hours, sure, but highly unlikely to see a replay 7

- OVERALL Basic side-gear entertainment for the more devoted RPG fan who's prepared to overlook various 'issues'. By no means a worthy introduction to the genre, go in with your eyes open.

6

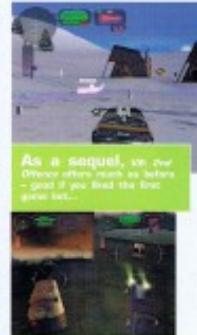
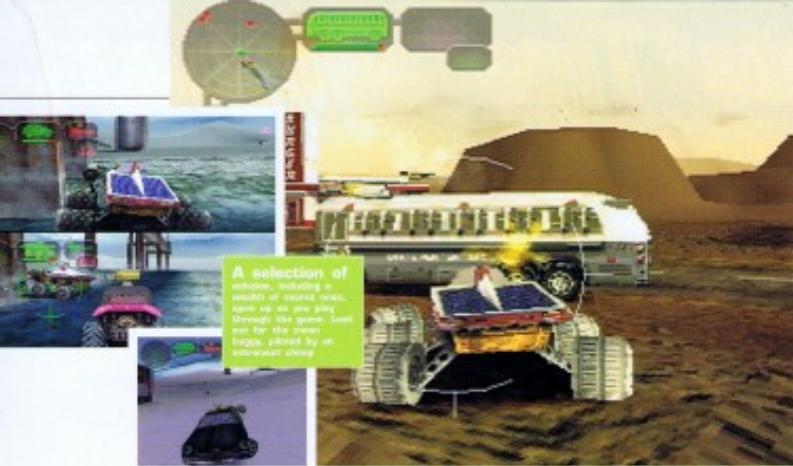
OUT OF 10



Alone in the Dark IV

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VIGILANTE 8 OR VIGILANTE GREAT? A BIT OF BOTH ACTUALLY...



Vigilante 8: 2nd Offence

"The main problem is the handling. It's far too exaggerated"

FACTFILE

■ PUBLISHER	Astivation
■ DEVELOPER	Luxsoft
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£39.99
■ NUMBER OF PLAYERS	One to two

**IF YOU LIKE THIS
THEN LOOK AT...**

TWISTED METAL 2
Twisted Metal 2 offers a far more varied and addictive take on the vehicles combat genre.

Conceptually, Vigilante 8 is a tremendous idea, throwing cars and guns into one big tyre-squealing, bullet-strewn melée pot. It's the neatest thing you can get to Mad Max on your PlayStation. Which has got to be A Good Thing, Right?

Almost. While the underlying concept of the game is solid enough, and holds enough potential for some cracking auto-combat thrills, the execution is something of a let-down. This is partly due to the fact that this sequel is almost identical to its predecessor, aside from a few flashy extras [which will come so to in a bit]. And it has to be said, the original Vigilante 8 was never quite as good as its arch-nemesis Twisted Metal.

The main problem – as before – is the handling. It's simply far too

exaggerated to offer the kind of precise, handbrake-turn-and-fire action that Vigilante 8 is crying out for. The vehicles' turning circles are huge, and it's almost impossible to point your vehicle in exactly the direction you want, which is unforgivable in the midst of a close-quarters battle. And the overblown physics system – hit a bump and you go flying – is infuriating, to say the least. Explosions also tend to send you miles into the stratosphere.

The selection of weapons is also exactly the same as before, from the bog-standard rockets to the virtually-useless mortars. That said, the all-new selection of vehicles [including such delights as a garbage truck and stunt motorcycle with sidecar] are equipped with a wide selection of individual – and potentially devastating – special weapons. And the

levels themselves are admirably large, and filled with touches of incidental detail. It's possible, for example, to drive straight through the mansion on the Bayou level, and blow seven shades of the proverbial out of almost any of the surrounding architecture.

But, ultimately, what we have here is pretty much the same as the previous installment, only with a few more knobs on. Indeed, the only real innovations in Vigilante 8: 2nd Offence are the three new pick-ups that transform your vehicle via side-propellers and hover jets so that it can handle snow, water and inaccessible terrain. While it may not be enough to warrant shelling out 40 quid for, though, unless you really were a huge fan of the original game – and you can't say fairer than that. ■

Joe Wickham

PlayStation
Magazine
VERDICT

■ GRAPHICS

Detailed and varied, but there's some shocking clipping problems 7

■ GAMEPLAY

Drive and shootin', plus a few simple mission objectives 6

■ LIFESPAN

The Two-Player Mode helps, but ultimately this is surely old 7

■ OVERALL

A sequel that offers very little that's new or exclusive to Vigilante 8. You're far better off sticking with Speed Freaks or Crash Team Racing for powdered-up racing thrills 6

6

ERB OF 10

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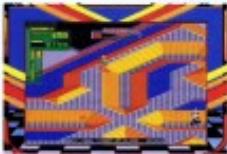
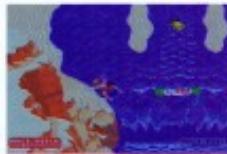
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Rose tints on, here we go... (Above left) Rampage; (below left) 720; (right) Rampage; (far right) Taito's (above) 720; Super Sprint (below far right); test, and quite probably least, 720



When garish primary colours ruled the world, this used to be state-of-the-art

DON'T LOOK BACK IN ANGER. MIDWAY PLUNDER THEIR PAST



Midway Arcade Party Pak

“Inevitably retro compilations end up labouring the point”

FACTFILE

PUBLISHER	Midway
DEVELOPER	Ivoryware
RELEASE DATE	Our issue
AGE RESTRICTION	Three and over
PRICE	£29.99
NUMBER OF PLAYERS	One to three

IF YOU LIKE THIS
THEN LOOK AT...

NAMCO MUSEUM 1-6
The presentation has been refined, but the games remain the same

PlayStation
Magazine

VERDICT

Fretro games. Fond recollections of our gaming heritage or the tawdry exploitation of descript old code fit only for the great amusement arcade in the sky! Whichever side of Memory Lane you live on, there's no denying retro worked for Namco as nostalgia junkies lapped up their Namco Museum series of repackaged old classics. Now Midway - a company with a similar videogame heritage to Namco - have gone into the attic and dug out their old games for dust-off.

This Museum-style anthology includes Rampage, Klax, Toobin, 720, Super Sprint and Smash TV. In previous centuries they would've been seen as witchcraft; in their day they were hailed as classics, but how do they fare now as we enter a brave, new millennium and the Age of Hover Cars?

Of the bunch, Smash TV is probably the best. A flip-screen, top-down shoot 'em up featuring possibly the highest body count of any game ever. It's every bit as popular today as it was back in 1989 and is probably ripe for an update.

Klax - a colourful, 3D Tennis wannabe - is fun up to a point, but ultimately lacks the addictiveness essential for prolonged play. Super Sprint, an ultra-fast, overhead, three-player racer suffers without the arcade originals' loose steering wheels, so you spend a great deal of time slamming into the sides of the tracks and blowing up.

Toobin (in which you coast down river in a rubber ring) is a laugh for about an hour or so, and 720 (an early precursor to Tony Hawk's Skateboarding) is virtually uncontrollable. As is Rampage, the biggest disappointment of the lot, given this

reviewer's fond memories of pushing ten pence into the original instead of going to school.

As with Namco Museum, the Arcade Party Pak throws in some extra features - namely some behind-the-scenes interviews on the making of the games. It's hardly the kind of fare worth mugging a granny for.

Inevitably, retro compilations end up labouring the point. As usual there's one game that'll always fit a couple of hours while you don't even realize you've forgotten the rest. For those reared on the adrenaline-pumping likes of Ridge Racer Type 4, Metal Gear Solid and Resident Evil, these games will appear laughably bad. They're not actually laughably bad, they're just too old to cut it any more. ■

Paul Rose

■ GRAPHICS

Obviously this is no 3D SFV-test. 4

■ GAMEPLAY

Some good, some bad, all old 6

■ LIFESPAN

Aged coin ops equals short-lived kids 5

■ OVERALL

A respectable, off-the-shelf collection of semi-classic games. If your exceptionally nostalgic this could be the collection for you, otherwise the games don't really cut it any more

5

OUT OF 10

REVIEW

THEY'RE DEAF AND BLIND, BUT DO THEY PLAY A MEAN PINBALL?



Worms Pinball

FACTFILE

PUBLISHER	Interplay
DEVELOPER	Team 17
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£24.99
NUMBER OF PLAYERS	One

Worms Pinball rather begs the question why, doesn't it? You'd be hard pushed to marry two more unlikely genres. But whatever the wisdom of it all, Team 17 have created a pinball game starring their cartoon annelids.

Of course pinball is pinball no matter how hard you try to disguise it – but the difference between this Worms-endorsed effort and rival offerings is greater than it first seems. The sound effects and graphics from the strategy franchise add atmosphere, but it's the multiple sub-games that help create a little more

longevity. Whether blasting space aliens via lit ramps or hammering the flippers to escape a Yeti [!], Worms Pinball is packed with hidden features.

The ball physics seem a bit oversensitive at times (the tilt function is particularly violent), and the left-hand side of the table is too flipper-heavy against the comparatively featureless right. However, the sheer weight of options maintains interest levels beyond all expectations. As a mid-budget package, it's hard to grumble. Pinball has found a friend at last. ■

Matthew Pierce



VERDICT

- GRAPHICS Bright and cheery, but with only two table views worth using
- GAMEPLAY Left and right flipper controls and tilt. It doesn't get any easier
- LIFESPAN Feature-packed, but the second table is poor; and it is pinball

- OVERALL It's feature-packed and the Worms theme is well used. The second table feels out of place though, and there's a limit to how much pinball even the biggest fan will want to indulge in

6

OUT OF 10

INTERPLAY'S BASEBALL SIM IS NUMBER TWO, IN MORE THAN ONE WAY...



Baseball 2000

FACTFILE

PUBLISHER	Interplay
DEVELOPER	Interplay Sports
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to two

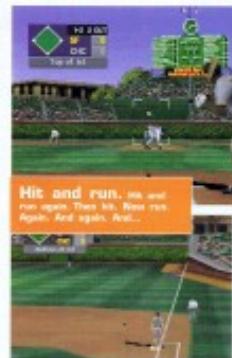
Are there enough fans in the UK to support two baseball games? Interplay obviously think so, or they wouldn't be going up against EA's Triple Play 2000. So, for those readers who watch the sport on Channel 5, this will be a special treat, for both of you.

At first glance, Baseball 2000 is barely distinguishable from the EA title. It uses the standard over-the-plate view for batting and pitching, covering fielding with a floating camera or quick cuts between different angles. After a while

though, it reveals itself to be more sophisticated when it comes to pitching, and less forgiving when batting.

Novice and armchair fans are likely to prefer EA's offering. Actually, they'd probably prefer any decent sports sim to this. Not because there's anything wrong with it, rather because, unless you were raised on tales of Babe Ruth, baseball can get very monotonous very quickly. Easy-to-use controls and a stack of options mark this out, but the restrictions of the sport itself severely limit its appeal. ■

Chris Buxton



Hit and run. Hit and run again. That's life, boys make. Again. And again. And...

5

OUT OF 10



- GRAPHICS Plain, but at least the player animation is nice
- GAMEPLAY Pitch, field, bat, Pitch, field, bat, Pitch, field, set... Set
- LIFESPAN Seasons go on forever. Or so it seems

- OVERALL A competent enough baseball sim that falls into the same mind-numbingly tedious routine as every other attempt at this sport. While partly a cultural thing, it's mostly down to the nature of the sport itself



LOVE THE SMELL OF BURNING PLASTIC IN THE MORNING? THEN SET LIGHT TO THIS



Army Men: Air Attack

“As well executed as a nuts-first landing on parallel bars”

FACTFILE

PUBLISHER	3DO
DEVELOPER	3DO
RELEASE DATE	Out now
AGE RESTRICTION	N/A
PRICE	£39.99
NUMBER OF PLAYERS	One to two

**IF YOU LIKE THIS
THEN LOOK AT...**

SOVIET STRIKE
Tiger's Eye Software. Relatively addictive without shooting. Invaders were not really

Simplicity, when it comes to games, can be a good thing. Examine closely any of the WipeOut!, Bust-A-Move 2 or Track & Field and you'll see that each is based on one very simple idea [Levitating sleds! Popping bubbles! Bashing buttons!]. What makes them special is that the idea is beautifully executed. Army Men: Air Attack is also based on a simple idea [fly a toy helicopter!] but, unfortunately, it's about as well executed as a nuts-first landing on the parallel bars.

As Captain of Alpha Wolf Squadron, your mission is to defend the Green Army Men bases from the evil Tan forces, and then turn the tide of war by attempting seek and destroy missions deep in enemy territory. Initially, buzzing about in your chopper is amusing enough

but gradually the powers of annoyance and frustration begin to overwhelm you.

One problem is that the game never makes you feel like you're truly airborne – a distressing deficit for any helicopter game. Your chopper is always viewed from above and slightly behind, so you can't see the horizon, and the designers have used high ground as an impenetrable barrier so you effectively limited to flying through a maze of canyons.

As you can't see over the top of obstacles, you are forced to navigate using an incomparable map. The tricky 'you are here' square fails to rotate relative to your position (instead the arrow representing you revolves on the map) so that sometimes turning left on-screen will cause you to turn right on the map and flounder in hopeless confusion. And when you do reach an objective, shooting

things can be just as tricky. The auto-aim is abysmal as your machine gun often fires sideways when you're trying to shoot dead ahead. Mysteriously, rockets that engulf enemy tanks in flame are precious little use against tiny soldiers – they remain unaffected by an explosion even a few pixels away.

Visually Air Attack is very creamy, if not actually in place. The landscape regularly stretches as it tries to keep up with your manoeuvres, and, despite the small area covered by the overhead view, the action still slows down in the middle of hi-octane firefights.

All things considered, the game's few decent touches, like being able to pick up objects with a grappling hook, are just way too limited to make you want to carry on. Abort mission... ■

Pete Wilton

PlayStation
Magazine
VERDICT

GRAPHICS

■ GRAPHICS

Mostly plain but occasionally very noisy

GAMEPLAY

■ GAMEPLAY

Nothing original to report, air Dismarshally unambitious

■ LIFESPAN

Too frustrating and uninteresting to egg you on

OVERALL

■ OVERALL

Lameassim. For a bumper blast, G-Police 2 is more arresting, while two-player Return Fire is far more playable and even the venerable Nuclear Strike offers a better one-player game at a bargain bin price

5

DUT OF 10

CHEAP VODKA AND TETRIS. OUR RUSSIAN COMRADES HAVE A LOT TO ANSWER FOR...



The Next Tetris

FACTFILE

PUBLISHER	Hasbro
DEVELOPER	Bee Planet
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to two

Alexey Pajitnov, creator of the original Tetris, must be a very happy man indeed. He single-handedly created one of the most successful, influential and enduring videogames ever made. He's probably not short of a few rubles either. And the beauty of it is, he no longer needs to lift a finger.

Tetris has become a self-sustaining commercial entity. Fortunately, The Next Tetris is a worthy take on the old classic, with just enough in the way of new features to make it worth a crack. The main difference between this and the original game is that the standard Tetris

shapes are made up of several components. If one component is left dangling in the air, it breaks off, and falls until it finds something to rest on. This can make things extremely complicated as entire lines begin falling with unpredictable consequences.

That said, if these new fangled features don't appeal, they've thrown in the classic Tetris game as well, factor in the pleasantly-housy soundtrack and smooth presentation and you've got an enjoyable re-interpretation of a winning formula. Not one to set the Kremlin alight, but hey, it's Tetris! ■

Al Bickham



Look familiar? Face it, there's only so much you can do... Change the colors. Change the shapes. Brr...



PlayStation Magazine

VERDICT

PONG BY NAME, PONG BY NATURE. NOTE: RETRO-PHOBES NEED NOT APPLY



Pong

FACTFILE

PUBLISHER	Hasbro
DEVELOPER	Supernova
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One to four

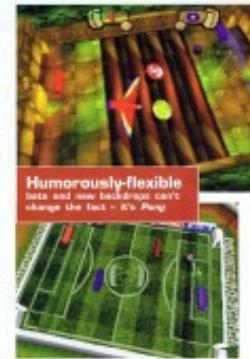
The million dollar debate goes like this. Retro games – welcome return of old arcade classics, or cynical marketing play to milk the hits of yesterday? We always hope for the former, but the reality usually points to the latter.

Which is, in a nutshell, why Pong is such a surprising game. Not that it's a great game, but time, effort and a bit of brain-work have been invested in its creation. It's pretty, full of innovation and even quite cute in parts. Don't be fooled though – it's still a monotonous old knock-about. Use bats. Hit balls. Try and

get your opponent to miss. That's the aim of the game, and there's not a whole lot more to keep you playing.

You work through a variety of themed levels which offer new and increasingly-tricky obstacles to help you (or your opponent) score points. These may speed up the balls, bring extra balls into play, or just block your shots. The four-player Cooperative Mode can be fun, but all the same, it's short-lived and fairly bland. Justifying the £30 outlay for Pong is difficult – only approach it if you like your kids nice and simple. ■

Al Bickham



Humorously-flexible
balls and new backdrops can't
change the fact – it's Pong

PlayStation Magazine

VERDICT

FEB 2000 OFFICIAL UK PLAYSTATION MAGAZINE 129

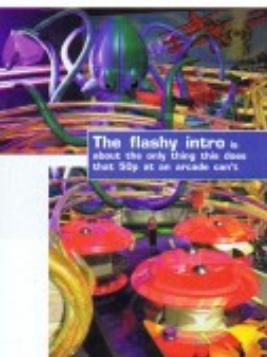
GRAPHICS
GAMEPLAY
LIFESPAN

Fruity and colourful, but nothing groundbreaking
Too simple for today's discerning gamer
Even a Multiplayer Mode isn't enough to keep you at it

OVERALL
Petro gaming at its most strikingly average. Pong is still good for a few laughs and has been well-executed, but the gameplay is still simple in the extreme and doesn't offer anything new

5

OUT OF 10



BUMPERS BUMP, FLIPPERS FLIP, REVIEWER SLEEPS...



Pro Pinball: Fantastic Journey

“It possesses every pinball feature you could desire”

FACTFILE

PUBLISHER	Empire
DEVELOPER	Gunning Developments
PUBLISH DATE	Out now
AGE RESTRICTION	N/A
PRICE	£29.99
NUMBER OF PLAYERS	One

IF YOU LIKE THIS
THEN LOOK AT...
PRO PINBALL: TIMESHOCK
One of the best years of its kind

PlayStation
Magazine

VERDICT

- GRAPHICS Lighting and movement is spot-on, but the playfield details have been lost **5**
- GAMEPLAY As much fun as you can have with a virtual ball bearing **4**
- LIFESPAN 20-minute sessions every other week, it's a take-it-or-leave-it **8**

- OVERALL Pro Pinball: Fantastic Journey is too-niche virtual pinball, but nevertheless it's a thoroughly diluted experience when compared to the physical joys of the real thing.

Zy Nicholson

4

OUT OF 10

WHITTLE AWAY YOUR BANK BALANCE AND SANITY AT THE CATHEDRAL OF FLUTTER



Caesar's Palace

FACTFILE

PUBLISHER	Interplay
DEVELOPER	Beam Software
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to four

The real Caesar's Palace is a grotesque, grown-up wonderland of chiming slot machines, hostile card tables and free booze dispensed by women in togas. And deliberately-hard-to-find exits. Caesar's Palace, the game, is a sterile attempt to recreate the vibe, but with no character or ambition.

The game – roulette, video poker, blackjack, craps – all come packaged in a single chunk of options. Visit the cash machine, set your stake and dig in. All the parts are there, but they don't add up to any kind of gaming jackpot. There's nothing at stake, you see. In the real

world, there's the buzz of boldness, the thrill of sparing with your livelihood. Here, it's mess with poker for a bit, get bored, have a look at roulette, get bored, a few hands of blackjack, get bored.

Ugly presentation, squatly graphics and arithmetic old dealers who leave you twiddling your joyped with each... card... u... carefully... flapped. There's a decent in-game coach who offers a bit of guidance, but it's hard to care. What's needed is a more arcade approach. Selectable personalities, cheat options, chunky graphics. Hell, throw in a story or something. Anything. ■

Andy Lowe



Gambling with virtual
casino equipment sounds like a
virtual lesson. Could things be any dumber?



3

OUT OF 10



VERDICT

■ GRAPHICS	Snoozy and tasteless. Boringly 90sish animation
■ GAMEPLAY	The games themselves are timeless. Here, they feel endless
■ LIFESPAN	Give it a week at best before you exchange it as a bad idea

■ OVERALL	Barely a game at all. Of use only as therapy for problem gamblers or console with limited download options. Possibly a chance at multiplayer amusement, but only if you're really desperate
-----------	---

CREATE MONSTERS TO FIGHT FOR YOUR HONOUR. THEN REALISE IT'S NOT WORTH IT



Master of Monsters

FACTFILE

PUBLISHER	Virgin Interactive
DEVELOPER	Ageatec
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One to two

And tonight, Gila, our mind dates are... Eric The Troll (5-foot tall, leathery-green skin, haitosis) and Elfin Sorceress Tina [four foot in heels]. Now let's see them mate and watch what happens.

Put back your amazement. While a wizard character creates all your basic troops, the ability to cross-breed your creatures into mightier units is the most intriguing feature of this turn-based, fantasy/strategy game. By mating the happy couple to the map's monastery, a new and hopefully meister beast will result. Hmmm. Of course, this is just one

example of the faults which riddle this well-intentioned mess. Even the weakest of your creations enable you to crush the opposition thanks to the cutaneous AI. The only hope of a decent battle seems to lie with the Head-to-Head Mode. However, the prehistoric interface and drab game pace is sure to scare off all but the most devoted of goblin masters.

It's a shame that more effort wasn't put into balancing the many elements of the game, or raising its visual appeal a notch above congealed vomit. It's really just a curio for the Tolkien-obsessed. ■

Kieron Gillen



4

OUT OF 10



VERDICT

■ GRAPHICS	If Final Fantasy VII were pot, this would be the devil
■ GAMEPLAY	Throws in a mess of ideas, and lets them fall where they may
■ LIFESPAN	If you don't take advantage of the AI's idiocy then it can last ages

■ OVERALL	While more strategy games are always welcome on the PlayStation, they really do need to provide a less erratic strategy than is an offer here. And more game for that matter
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NEW LOOK!

ISSUE 13 ON SALE

WEDNESDAY 29TH DECEMBER

INVADERS FROM SPACE! THEY'RE HERE AGAIN...



Space Invaders

FACTFILE

PUBLISHER	Astivation
DEVELOPER	Z-Axis
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£34.99
NUMBER OF PLAYERS	One or two

You can move left, right and shoot things – and that's about it. The things in question are modern-day versions of the beings from space that invaded arcades back in 1978. Your tank has come a long way in the last two decades, though the concept of being able to move on more than one axis has still evaded the people responsible for the Earth's first line of defense.

This version may look prettier, but the gameplay is largely unchanged – it is Space Invaders after all. Enhancements include new alien types and boss levels.

While shooting four aliens of the same type earns you extra weapons, it's a nice idea, but the weapons are so powerful you can complete levels with less than ten shots. The different alien types each have their own attacking style. This adds some much-needed difficulty, but sadly they don't throw anything that's worth worrying about. The bosses are a little more tricky, or at least they are at first.

The Two-Player Mode shows up your interest for a while longer, but if you've played before, there's a good chance you'll end up playing till you're sick. ■

Justin Calvert



Boss levels add some much-needed variety but are ultimately every bit as dull

PlayStation Magazine

VERDICT

HONE THOSE PRIMAL HUNTING INSTINCTS WITHOUT GETTING WET



Reel Fishing

FACTFILE

PUBLISHER	Crown
DEVELOPER	Macroeze
RELEASE DATE	Out now
AGE RESTRICTION	None
PRICE	£29.99
NUMBER OF PLAYERS	One

The premise is diabolically simple. Stare at the water, rod in hand, as a fish spies your bait. The viewpoint then goes subaqueous, and you can watch as your piscine quarry evaluates the temptation before it. Twitch the line a bit and with a bit of luck you'll convince it to bite.

Then you must imagine you are that fish. Your tasty snack turned out to be laced with cold steel. Enraged, you must escape. Swim for your life. Swim, swim. Until approximately four seconds later, you've forgotten what all the fuss was

about. Which is when, back on the surface, you start reeling in the line, coaxing our fishy friend towards the bank. Should he tug what's going on and get frisky again you'll have to ease off, but play your cards right and he'll soon be flapping in your hands. Exciting stuff.

Actually, it's not really. Reel Fishing is about as dull as games get. But it does have a certain lap-top-like completeness, helped by the graphics and a difficulty level that rises gently as you graduate from gullible trout to wily salmon. ■

Jonathan Davies



Photo-realistic, but still fishing nonsense

PlayStation Magazine

VERDICT

GRAPHICS	Baiting beside the river, outwitting, beneath it
GAMEPLAY	Repetitive, sleep-inducing yet, somehow, fun
LIFESPAN	You'll need off long before you finish it

OVERALL	You might laugh, but fishing games are the new best-tennis. Possibly. Reel Fishing is the perfect way to get in on the riverside action. Just don't forget to seek a couple of matshacks
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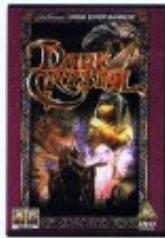
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OUT OF 10

6

OUT OF 10

DVDS OF THE MONTH



39-Dark Crystal 16-cut \$40.99

THE DARK CRYSTAL

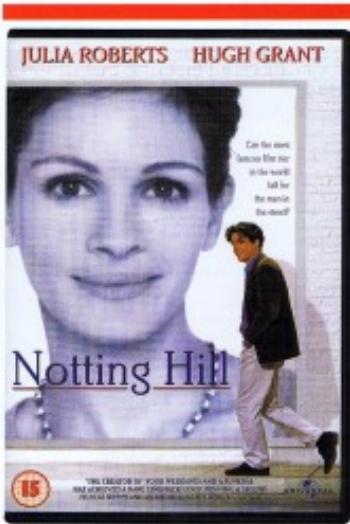
Directed by Jim Henson. Starring Jim Henson, Jennifer Connelly, Bruce Reitherman, Dennis Hopper, and David Bowie. Rating: PG. A 1982 fantasy classic, Jim Henson's *The Dark Crystal* is the first film in a career spanning modern-day Capricorn. Jim Henson constructed an entire cast of puppets. It was an ambitious project that eventually became a cult hit. The story follows a young girl named Jen who, along with her animal friends, must save the last few of goblins and gorgons, young jerks or heroic Geckos from a dark curse. Jen's quest involves a comic struggle between good and evil. Battling his way past the evil Skeksis, Jen's quest ends with a final battle of good versus evil. The last good goblin is shot and dies, but the last good goblin is shot and dies.

Should Jen triumph then the planet will

return to the old ways of peace, love and harmony. Should he fail then the universe will be destroyed. Jim Henson's *The Dark Crystal* is a George Lucas-like film with puppets. **DM**

Extras: Featurette, trailers, deleted scenes, **Magnaphones:** character profile

Verdict: Hated by *The Muppets* \$18



39-Notting Hill 16-cut \$40.99

39-Notting Hill 16-cut \$40.99

NOTTING HILL

Posh flop Hugh Grant makes an appearance alongside Julia Roberts in Richard Curtis'

sequel to *Four Weddings And A Funeral*. The plot runs thus: Willmore Thadeus (Grant) runs a travel workshop and one day accidentally chucks coffee down the front of well-known Hollywood star Anna Scott (Roberts). They decide they fancy each other, but it's love across an impossible divide. Do they get down to business, or not? Of course they do... Like most of Curtis' populist work, it's not complicated. Phys Fins puts in a great performance as Grant's scumbag housemate, and the idea of such a filthy dirty creature living with Grant is ultimately unbelievable. Then again, he does live with Liz Hurley. **DM**

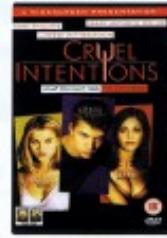
Extras: Trailers, biographies,

production notes, travel guide

Verdict: Love and loss in West London **B+10**

Magnaphones: character profile

Verdict: Realistic, entertaining, grim... **B+**



39-Cruel Intentions 16-cut \$39.99

CRUEL INTENTIONS

Directed by Roger Spottiswoode. Starring Chloë Sevigny, Ryan Phillippe, plus Sebastian, a cast of lots. Looking for a challenge as he tries to find endless mileage of girls at high school? That's what the *Cruel Intentions* headbopper's daughter and self-proclaimed virgin. The inevitable pursuit ensues and, with help from a homely queenie, an artful sinner and Sebastian's step-sister (the latter of whom is a total hag), the movie finally makes some headway. Reinforced by its literary roots, the plot culminates to the end, and on more than one occasion you'll find yourself laughing and then guilty checking in on the latest misadventure of the movie's characters. *It's kernel update down.* **JC**

Extras: Commentary, deleted scenes, music videos, featurettes, **Magnaphones:** trailer

Verdict: *Cruel Intentions* gets dangerous **A+**

QUIDS IN

The latest coin-ops from planet arcade

While the rest of the world battened with its collective New Year hangover, the coin-op industry kicked off the new millennium in style at ATEI, the world's largest dedicated coin-op show, held in London.

One eagerly-awaited game was Konami's *Silent Scope 2*, which has been developed with the European and US markets in mind. Strangely enough, while Konami have been keen to produce PlayStation peripherals for their Benjamins music games, a scope peripheral for the original *Silent Scope* has yet to appear. Hopefully Konami will see this to rights. Next up, *Silent Scope 2* sales don't suffer the same fate as its predecessor's in the aftermath of gun violence in US schools.



39-Labyrinth 16-cut \$39.99

LABYRINTH

Directed by Jim Henson. Starring David Bowie as a goblin king who has more than a touch of the childlike about him, and Jennifer Connelly as his baby brother. Who would suspect that jaded the goblin king was within reach and might be happy to oblige? Seals is given 10 hours to rescue his baby brother and reach Gathlin City to rescue Tide. On the way the inquisitive Tide encounters a bizarre menagerie of mischievous creatures and MC Hammer-style zombies. It's a fantastical story with saving zombies and some visual effects worthy of a *Quackenbush* combo. **JC**

Extras: Documentary, **Magnaphones:** trailer

Verdict: The puppet master at his best **C+**



Midway showed off their latest driver, *OH-Road Thunder*. Even though the game is expected to be poised to PlayStation before the summer, it will struggle to make its mark in a strong lineup of racers.

Finally, Capcom have refuted claims that they will be ditching coin-op development, claiming they have ten to 12 titles scheduled for release next year on the back of titles like *Street Fighter 2* and *Splosion Man*.

Alex Tanner is editor of *side-splitting*, *All Europe*

PSM VERSUS...

LIMP BIZKIT

BIG SHORTS, BIG ATTITUDE, BIG SALES. LIMP BIZKIT ARE RATHER BIG IN AMERICA RIGHT NOW AND THEY'RE HEADING THIS WAY. TIME TO LOCK UP THOSE DAUGHTERS...

Words: Dan Mayers Photography: Jude Edgerton

"C Nhhh, man... That was a Mike Tyson punch right there."

Suite 808, the International Hilton, London and a large American gentleman in a beanie hat is sat on a plush tasting the pain with the Wu-Tang Clan His accomplice, a small, chin-like chap, is in the process of whacking him in the head with Method Man's mallet.

Welcome to the world of Limp Bizkit, white boy rap metal merchants and current flavour of MTV's month Stateside. Think Beavis and Butt-head meets Bart Simpson in a head-on collision with Rage Against the Machine. Aside from the usual entourage present at this sort of occasion, only two of the Bizkit boys are currently engaged in the gurning extravaganza that is PSM Venus. Voice of the yowl and face of the band, Fred Durst, is due to turn up later. Was the guitar player doesn't play video games and DJ Lethal, formerly of House of Pain, is hung over

and in bed. Ifs three in the afternoon. Let's go to work... "Are Rockwool and Inspectah Deck in here?" asks Chimp Bizkit, Sam Rivers, his bassist. Indeed they are. confirms PM.

"Deck's got a phat album. It's kinda, I wanna see Method Man." See, what these boys want, they generally get and, right now, what they really want is to become as big in the UK as they are in the US. Their latest album, Significant Other shifted millions of copies in the US, thanks to non-stop touring and their breakthrough single – a bizarre cover of George Michael's Faith, followed by the MTV-friendly Noobie. The Wu-Tang game is kind of fun, but we need something closer to home to appeal to the good of boys from Jacksonville, Florida. NFL Blitz 2000 gets lifted from the PSM satchel.

"Huh?" says a somewhat sleepy drummer John Otto, pulling his hat further down across his eyes. "Let's have just

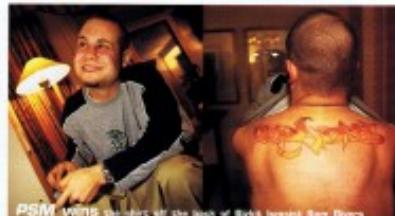
one more go on this." Tonic. The fan stays on.

"The only PlayStation American Football game we had was Madden," explains Sam. "We had that there or four years ago when it first came out. We used to bet on that \$**t. Oh my God, we were so mad at each other. I never got beat on that tour though..." Presumably that's what paid for the diamond-encrusted Rolex huggin' wrist.

As it turns out little Sam's something of a genius from the hoodie end of the spectrum. "I been playing Final Fantasy VII a lot. I'm pretty far in on it, but I didn't touch it the whole tour. I had too many other things going on. I'm mostly trying to get a, uhhh..."

What? A Chocobo? A secret Guardian Force? The moment has sadly passed as Sam gets belted around the ear with one of Rockwool's slaps.

"That was dope," says a shocked Sam. "Yeah, that phat..." affirms



PSM VENUS: the first off the back of Rockwool bassist Sam Rivers

visibly unimpressed with NFL Blitz, indeed smirkingly disillusioned with PlayStation games as a whole.

Tm waiting for PlayStation 2, and the Limp Bizkit game," announces Durst to the assembled throng. "I have an amazing idea for it as well – a genius idea – but it's gonna be on the new one because I ain't going for no half-assed graphics."

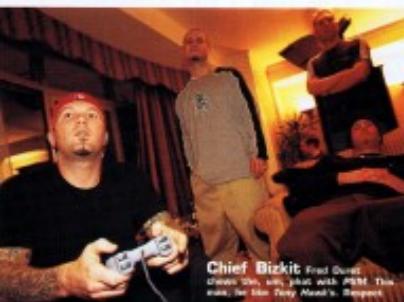
What's it going to be? Spice World with guns?

"No. Totally different concept, more like Tomb Raider with stacks of different worlds. It'll be phat, man. You could choose different members of the band. It wouldn't be a fighting game, but it'd really cool to have, like, weapons. That would be phat, like killer chainsaws."

Durst's working himself into a lather. "I think it would work in either the real world or totally made-up dimensions. Id want it in a world like Lara where it just goes on forever. Those things look pretty real to me. I get quite obsessed..."

Into Tomb Raider then?

Durst goes quiet, and suddenly very serious. "Tomb Raider's the phattest game in



Chief Bizkit: Fred Durst shows him, who, what with PSM. This makes for like Tony Morda's. Respect

"I'm waiting for the Limp Bizkit game. I have an amazing idea for it – a genius idea..."

Limp Bizkit

the world." It seems like games play a major part in his life.

"I started playing Pong and I played Asteroids and Pac-Man, Joust, Defender... I love videogames."

It's time to show Mr Dink that our favourite little grey box still has some life in it yet. Tony Hawk, come on down...

"Tony Hawk's the best game they're got on there," confirms John.

"Is it phat?" asks Fred.

"Dude, it's sick..."

Indeed. We kick off with a game of Horse which sees PSM racking up the points, leaving Fred to struggle with his rollers. He tires quickly.

"Can't we cruise around a bit and s**t?" This on PlayStation would probably be unbelievable.

Fred dives into the Warehouse level and begins to pick up skills. Simple grinds build up into elaborate spins.

"I like this game. Just give me a couple of days practice, dude, this is addictive."

After every two-minute run he hits re-try, again and again. What does he think now?

"I think it's dope... I think it's the best game I've ever played."

Big-shotted, rap metal band like skateboarding game. Who would of thought it? ■

>>The Limp's current album *Symphonies of Deth* is out now >>

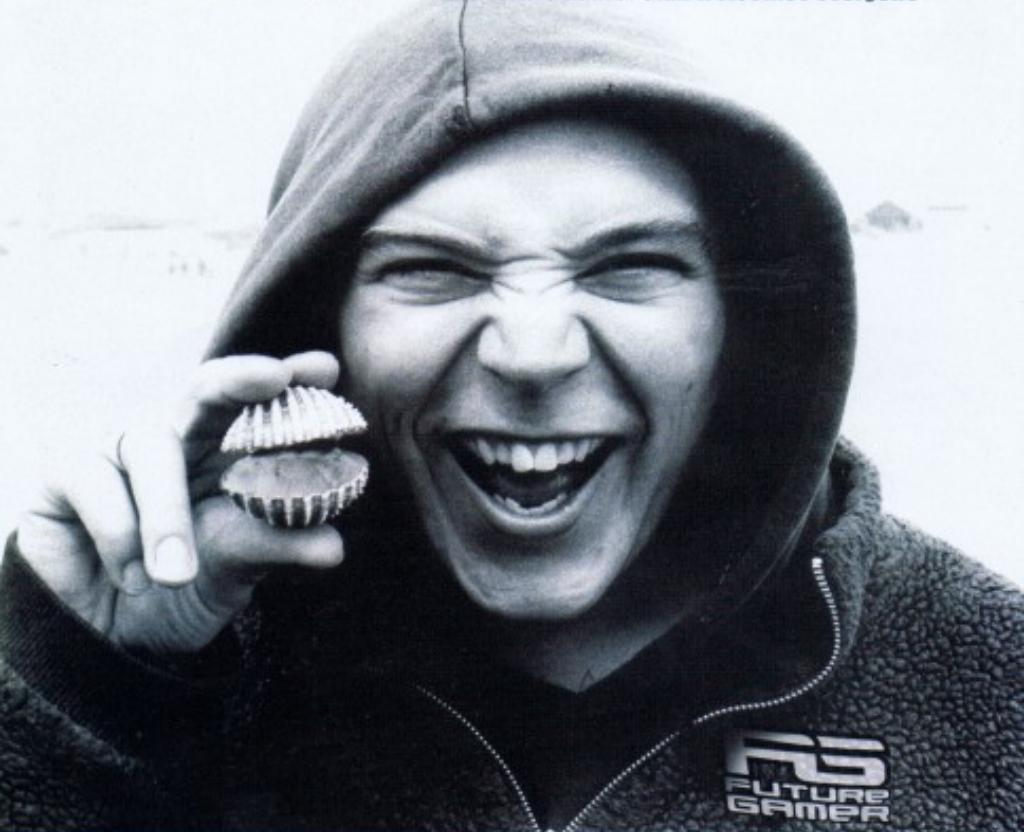


Under the scrutiny
of our Biddies are NFL Blitz 2000 (FTW), and Tony Hawk's Skateboarding ("Dude, this is addictive...") Dope...



[FGC]_Shell

The Future Gamer Clan welcomes everyone



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Future Gamer's readers are so impressed with the quality of this free weekly email games magazine, they've set up their own dedicated clan. However, you might just want to read the magazine.

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BOOTY

ALL OF THIS CAN BE YOURS! SIMPLY SEND YOUR ANSWERS TO PSM ON A POSTCARD AND KEEP THEM FINGERS CROSSED...

Skate & Destroy cosmo

Bonus society with this Thrasher Skate & Destroy shirt. Headed for red (adult) skateboard. Mat, I believe

Toy Story 2 wallets

Take your CDs to... well... infinity and beyond with the Buzzie

Quake II

The PlayStations' most flag-tastic first person shoot 'em up is yours for the taking

Player Manager 2000 goodies

As part of their PFM 2000 research, Acap have been visiting clubs the land over and have given us a Derby County shirt and ball both signed by Jim Smith. Once in

Medal Of Honour

Ten copies of EA's World War II shooter are up for grabs

Urban Chaos freebies

Action-seekers beware! It's the Urban Chaos sonic bag

MATCH THE SYMBOLS TO SEE WHAT BOOTH BONUS YOU COULD WIN...

Quake II

As ever, we have a few extras. If you're a Quake II PlayStationer, friend, PC convert or just plain nut, you'll get to be in it to win it.

No, seriously, the question before you is, do you want to be a pretender?

In Quake II Booty \$5 in PSM's editorial letters.

& What was the specialist name of Russia's movement?

Activation Quake II is available now for £29.99.

Medal Of Honour

It's a story of death, destruction, medals and, um, bonuses... but that's just to whet the appetite. Scour the question below, try down your answer and you could be in with a chance to win a copy of EA's Medal Of Honour \$30 in the PSM editorial letters.

• In what year did WWII end?

• The Medal Of Honour is up for all at a great introductory price, £29.99.

TOY STORY 2 CD WALLETS

We've brought the Toy Story 2 CDs closer and we want to give away 10,000. They're yours for the taking, but only if you're prepared to answer. Toy Story Booty \$5 in PSM's editorial letters and your answer to the following:

• What vegetabilicated trip makes a Toy Story?

For more Toy Story 2 goodness, visit the competition homepage at www.1up.com.

URBAN CHAOS

The bags are included with Urban Chaos games, including a video, T-shirt and several books. To be one of the lucky winners, take a look at the competition homepage for more details. You can also buy Urban Chaos games on a pretty £12.99. Check Chaos Booty \$5 at the usual website.

• What's the opposite of chaos?

Keep your eyes glued to PSM for all the latest on Urban Chaos.

Thanks to all the other Booty contributors including 1Up Media, Infogrames and EA.

WIN ALL THIS!

Fancy getting your hands on this pile of gaming goodness? Simply answer the following booty-related questions.

6. Which British team recently won the World Cup championship in Japan?

7. Who is the captain of the England team?

8. Manchester United
C1 Liverpool

Answer on a postcard to 'Booty \$5' at PSM, 1st Floor, 355 Chiswick Park Road, London, SW13 2BW. Use the address for RLL Booty mail.

Post: Competition is 1250 words. All entries must be sent on a postcard. Please include a stamped addressed envelope for the hat-wore Booty \$5. Post-concert winners out of the other four lots who buy the Booty Bonus, all winners chosen at random. Editor's decision is final. No. 4 is

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UNIVERSITY CHALLENGE



UNIVERSITY OF LONDON UNION WAS HOST TO THE QUAKE II UK STUDENT CHAMPIONSHIP GRAND FINAL...

All over the UK, rabid fringers have been battling furiously in the Quake II Championships, but only the strong stride on to the final showdown at the University Of London Union. Stuart "And Here Come the Belgians Hahahaaaaaa" Hall hosted the Grand Final which saw 12 gib-thirsty realists line up for the chance to win a holiday in New York City. Find out who's the most fiendish fragger of them all... ■



RICHARD ELLIOTT - DURHAM UNIVERSITY [www.dur.ac.uk](#)



FREDD TAAL - NEWCASTLE UNIVERSITY
"I love Quake II because it has got a bit of New York City!"



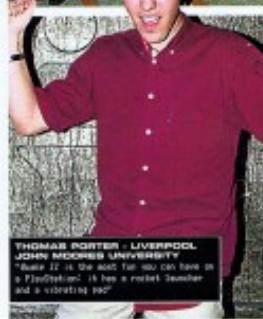
QUAKE II FINALISTS AND HOST STUART HALL



TARIQ NADEEM - BRETTON HALL, WEST YORKSHIRE
"People think I have evil eyes - I can't Mind 'em. Hehe! That's why I'm a Finalist!"



KEITH HAMMOND - UNIVERSITY OF HERTFORDSHIRE
"I have always had a love for the Super Mario!"



THOMAS PORTER - LIVERPOOL
JOHN MCGEEHAN - "I love Quake II because you can have so much fun. It's like a roller coaster and a vibrating ride!"



DAVID SMITH - STAFFORDSHIRE UNIVERSITY
"I love Quake II. It's an escape from the real world!"



AMIT PATEL - KINGS COLLEGE LONDON
"Everyone loves Quake II and I tell them, 'It's like Quake II minus 10% sheep, dice, dice, dice'."

Photo: Andrew Cawley/Photographer: Edi Perlman

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LIGHTSTICKS AT THE READY AND FLUFFY BRAS AHoy AS DEMO 55 GETS FUNKSOME



EDITED BY: Catherine Channon

Comments, queries and blather to: catherine@psmagazine.co.uk or fax us on 01225 733291. Sorry, we are unable to answer your queries over the telephone.

Ladies and gentlemen, good evening and welcome to Club PSM. This month sees our little black number dusting down its Buffalo's, and stampin' on to the dance floor. Tunes and visuals are provided by Music 2000 and Y3K, while in the Go Go Cage this evening will be the ever-gripping Action Man. Celeb guests include Eddie Irvine and Michael Schumacher plus those Gateshead lookalikes, the Micro Monkeys. Marumission, est your heart out...

Catherine Channon

TO USE DISC 55

Load the disc and scroll through the game choices using ← and →. Press ⌂ to select the demo you want. At the end of some of the demos you will need to reset your cassette.

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Music 2000

■ PUBLISHER

Code Masters

■ STYLE

Music creation

■ PROGRAM

Playable demo

Back on the scene, and guaranteed to give you more street cred than a gold Amex, is Music 2000. After the massive success of the original Music, Codemasters have been getting even more creative with their codemasters. For those of you that missed out, Music enables you to mix your very own tracks from a massive selection of hip hop, techno, and house samples. You can even make your own video to go with your track. So without further ado PSM presents the next installment of Music, the program that makes Doing something even your Granny can do. Well, maybe.

■ Controls

Go back a level (takes you to the main options screen if you get stuck). Open menu for current level. You will find the other short-cut buttons

and help text listed on each menu

Action [select or paste]

Delete

Move about the screen

Begin play back/end play back

Open up the library for the current level

Opens up the palette for the current level

Short-cut for editing areas

in Music Jam Mode

Open up the menu

■ Additional features

The full game features an amazing sound sampling facility. You can place any music CD into your PlayStation while Music 2000 is loaded and lift your favourite samples and loops from it.

■ Further information

Scratch to PSM3, where we rifle the sleeve of Music 2000.

Action Man Mission Xtreme

PUBLISHER

Hasbro

STYLE

Action/adventure

PROGRAM

Playable demo

That old plastic classic, Action Man, is about to storm your PlayStation for some khaki-coloured hi-jinks. You join him in his battle against criminal mastermind Doctor X and his dangerous accomplices and inevitably, only one crop top can save the world from X's devious plot. Your first mission on our demo is to stop Professor Gangrene's forces from raiding the city. Use the radar to direct you to the bad guys, and destroy them on sight. You can use vehicle pick-ups, [shown on screen as little spanners] to repair your car and you can pick up power points [which have the Action Man logo on them] for special bonuses. The second mission is set in the desert. Gangrene's forces have been stealing equipment, but nobody knows why. Investigate his desert lab to uncover his plans. The entrance to the base is hidden, so your first objective is to find concealed code key pieces. Use your metal detector. Watch out for the guards; they want you dead.

Controls

Vehicle Controls

↑ Accelerate/Forward

↓ Reverse

←→ Turn left/right

Analogue All directions

□ Pause menu/mission objectives

△ Fine weapons

○ Accelerate

□ Reverse

△ Handbrake turn

Action Level controls

□○ Sniper Mode zoom out

□□ Walk [held down]

□○ Sniper Mode zoom in

□□ Look around [held down]

○ Action/attack/fire

○ Weapons/inventory

□○ Single jump (x) or double jump (x2)

Additional features

The full game features a multitude of both action and vehicle-based levels. There are times when you'll be required to control planes, boats, bikes and cars.

Further information

We took an peep down Action Man Mission Xtreme's trousers in PSM4.



F1 '99

PUBLISHER

SEGA

STYLE

Racing sim

PROGRAM

Playable demo

Et up to speed with the latest game in F1mania's F1 series. Heeding player criticism of F1 '98, new developers Studio 33 have gone back to the drawing board to create the game dedicated Formula 1 fans have been waiting for. They've even included the new Sepang Malaysian track. The game's basic mechanics have been refined, re-balanced and twisted to perfection, and as ever PSM is on hand to prove it to you, so without further ado over to you Murray. The demo enables you to compete as many quick races as you please. The venue is the home of British Grand Prix, Silverstone. You have a choice of cars, drivers and teams including Ferrari, McLaren and Jordan. Stats are displayed on screen, giving the drivers previous wins, poles and starts, and if you go to the options screen you can even check out their high scores.

Controls

←→ Steer

Left analogue Steer

Right analogue ↑ Accelerate

Right analogue ↓ Brake

○ Accelerate

□ Brake

△ Change view

□ Front on view

Additional features

The full game features a complete selection of accurately mapped circuits from the 99 season, along with all the cars and drivers. You can compete in quick races, or a full Grand Prix season. The choice, as Graham still says, is yours.

Further information

PSM pulled
Formula 1 '99 in for a pit stop back in issue 54. Check it out for the full lowdown.





Your mission, should you choose to accept it, will involve a high-speed car chase through busy city streets, or dangerous combat situations with Gengprem's guards.



McLarens, Ferraris... There's an entire garage of F1 cars and drivers for you to play with. Just watch out for those corners. At 100mph they come out of nowhere.



Ace Combat 3: Electrosphere

■ PUBLISHER

SCEA

■ STYLE

Flight combat sim

■ PROGRAM

PlayStation

A rare sighting of that mythical beast – the PlayStation flight sim. Ace Combat 3 looks the afterburning, G-LOCing, pylon-prancing business as you attempt to be The Cruiser, encased in little more than a supersonic skin. While it plays realistically, Namco have spiced things up by pitching you into a volatile near-future setting. People no longer fight for truth, honour or the American right-of-way; they fight for money. The world is dominated by two sinister megacorps, who take the term cut-throat competition a little too literally. Result? High-flying company reps don't drive around in Ford Mondeos, but do business from the comfort of their combat fighters. As a pilot for the Neo United Nations, it's up to you to restore order – violently. Peace is not an option. Our demo requires you to destroy all enemy craft on sight – it's a dirty job.

■ Controls

Left analogue

Pitch down

→ Pitch up

Left roll

Right roll

Right analogue

View up

↑ View down

View left

← View right

→ Machine gun

○ Missile

○ View radar

○ Change selected target

○ Decoys

○ Left yaw

○ Accelerate

○ Right yaw

■ Additional features

The full game features over 20 aircraft, plus ten additional enemy planes.

■ Further information

PSM carries out all final checks on Ace Combat 3 on page 108 of this issue.



This air to ground mission requires you to destroy a number of key targets, including a vital supply bridge.

Eagle One: Harrier Attack

PUBLISHER Interplay
STYLE Air combat sim
PROGRAM Flyable demo

The demo disc is a veritable flying circus this month as we double the aerial fun with our second flight sim of the month. This one has a classic appeal, offering honest-to-goodness Commie bashing with Blighty's very own Best Of British Harrier Jump Jet. But before you leap your Union Jack boxes over yet-high-gates and prepare to liberate the Malvinas, it turns out that our faithful Hornets have been lent to the Yanks. They're browning their butts over some terrorists who've destroyed military communications with a deadly electromagnetic pulse and, in the confusion, taken control of Hawaii. If we were terrorists we'd want to live on a tropical island too. There's only one solution: jump into your jump jet, fly to Hawaii and prepare to unleash a smorgasbord of destruction on their balaclava-clad asses. Your mission in our demo is to destroy the bridge over Paunine, this will buy time for your

forces by preventing reinforcements reaching the terrorist group. You will need to refuel first, though.

Controls

- (A) Increase thrust, rise upwards [Hover Mode]
- (B) Speed up [Jet Mode]
- (C) Decrease thrust, sink downwards [Hover Mode]
- (D) Slow down [Jet Mode]
- (E) Change weapon
- (F) Fire weapon
- (G) Change target
- (H) Change view

Additional features

The full game features a rather nifty Two-Player and Two-Player Vs Mode plus a Training Mode for those pilots still wet behind the ears.

Further information

A full review of *Eagle One: Harrier Attack* is coming up next issue.

Video Gallery

PSM'S REGULAR
LOOK AT FOOTAGE
OF TOMORROW'S
GAMES

Colony Wars: Red Sun

PUBLISHER SEGA
STYLE Space combat
PROGRAM Rolling demo

This space combat game is the third in Psygnosis' successful series. In *Red Sun*, you play the part of a military agent and, unlike previous titles in the series, you are able to choose your own missions.



Team Buddies

PUBLISHER SEGA
STYLE Strategy game
PROGRAM Rolling demo

You join the Team Buddies, (a bunch of jelly bean shaped characters), who seem intent on obliterating each other in a kind of Worms-meets-Rail scenario. You're in charge of a team of bunnies whose complementary gifts include locate, stealth, medical skills and even cybernetic powers.



Gran Turismo 2

PUBLISHER SEGA
STYLE Racing sim
PROGRAM Rolling demo

The biggest release of the year is getting ever closer, it really is. We promise you, you won't have to wait much longer for the one and only *Gran Turismo 2*, and another chance for you to watch the delicious ProPeleheads rolling demo.



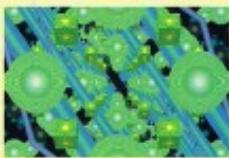
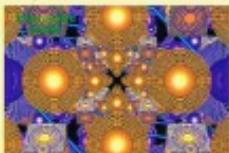
Micro Maniacs

PUBLISHER Codemasters
STYLE Miniature racer
PROGRAM Rolling demo

The latest installment of the hugely-successful Micro Machines series, Micro Maniacs is on its way. In a radical departure from previous Micro games, you'll no longer be racing round tracks in miniature cars or tanks, but running foot races with little nutters instead. Characters interact with their oversized surroundings, far more than was previously possible. They can run, jump, slide and climb as well as compete in Battle Modes, where characters use various fighting moves and special attacks. This demo spawns actual races, so it changes every time you run it – just watch their little legs go...



The Micro Maniacs are far more agile than their vehicular counterparts. They can run, jump and climb just about anywhere.



YVJ

PUBLISHER BOB
STYLE Video generator
PROGRAM Utility

Anyone who hungers for something a little more accessible than Music 2000 ought to check out YVJ. Load it up from the demo disc (using \otimes to select it from the menu) Then put in your favourite music CD, watch the pretty patterns and groove in time to the tunes.

NEXT MONTH'S DEMO DISC

NEXT MONTH'S LINE-UP INCLUDES...

- THE THUMB-TESTING LE MANS 24 HOURS
- THE SWEETLY-REBELLIOUS RENEGADE RACERS
- THE SUBUMELY-NAUSEATING ROLLCAGE STAGE II
- PLUS ACTION WITH SPACE DEBRIS AND COLONY WARS PLUS! DEMOLITION RACER, N-GEN AND MORE!



Demolition Racer

Colony Wars: Red Sun

Rollcage Stage II

Le Mans 24 Hours

FOR PLAYSTATION2 FOREVER

REBORN IN THE USA

EXCLUSIVE DUKE NUKEM DETAILS, STRAIGHT FROM THE PRESIDENT

OFFICIAL EXCLUSIVE!

This Duke game will be "much more serious" according to Erick Dyke, president of n-Space, developers of the all-new PS2 Duke Nukem game revealed in last month's *PSM*. "It's far too early to reveal the plot, but we will be establishing parts of the Duke backstory and revealing the history of an important character in Duke's life."

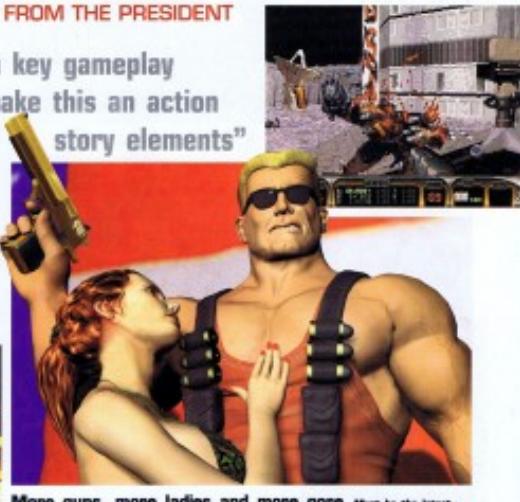
n-Space has been working on the title (in conjunction with series creator 3D Realms) for almost a year. "We're working on key gameplay issues at the moment," reveals Erick, "trying to make this an action game with strong story elements. There will be levels, but they'll flow more like acts in a movie than chapters in a book."

Speculation that this new project could be Duke Nukem Forever for PlayStation was crushed by Erick. "This is an entirely original game. The PC gaming experience is so different to the console one, that a straight port wouldn't do the game justice." But with the processing power of PS2, surely we'll be seeing some multiplayer action? Erick refused to be drawn. "That's still to be determined – our current focus is on single-player. Wait and see..."

Having finalized a publishing deal with

"We're working on key gameplay issues, trying to make this an action game with strong story elements"

Rockstar Games the development team has now been brought up to full strength and are continuing work on the story and preliminary concept. They also reckon they've got the jump on some other developers. "Our technology is already running on PS2 and that will help keep us focused on the important things, like gameplay." Already running on PlayStation 2! Oh, to be a fly on the wall at n-Space! ■



More guns, more ladies and more gore. Must be the latest installment of Duke Nukem, heading to a next-generation console near you!

MORE FLANNEL

HERE COMES THE SUMMER

ELECTRONIC ARTS STUMP UP CRICKET 2000 FOR A SPRING RELEASE

Piekie Bensted and David Gover step up to the crease to provide the commentary for EA's latest millennial sports fest. Yup, this time it's cricket, and you can bet your middle stump it'll be the usual EA Sports pseudo-

realistic affair claiming better-than-on-the-telly presentation.

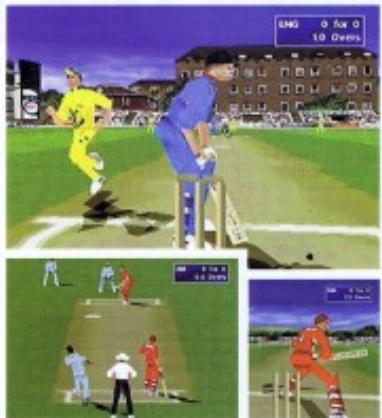
The game's based on the 1999 World Cup, and features over 500 motion-captured avatars of top international players. A great deal of time has been devoted to the development of the ball physics, which apparently

calculate the ball's bounce according to the way it was delivered by the bowler.

Cricket 2000 includes ambient stadium sounds (spectre polite applause and dubious cheering) and a variety of camera angles. Check out the stump cam for a worm's eye view, or the batter's cam to experience the sheer terror of a 100mph toss.

Since the teams are based on those from the 1999 World Cup we can look forward to playing as the invincible England team. Or maybe not... ■

"Check out the stump camera for a worm's eye view, or the batter's cam..."



Your chance to triumph where the England squad have failed



SERIALIZED This indicates a Starplayer game ■ This indicates a Platinum title

COUNT 'EM, 592 GAME REVIEWS SQUASHED INTO SIX PAGES. THE PSM DATABASE - DON'T LEAVE HOME WITHOUT IT

A**ACE COMBAT 2**

PSONE - PSM2 - 80G - Free play
Fantastic, fulsome action, but unfortunately you can't finish it in a day.

ACTION MAN MISSION XTREME

PSX - PSM2 - MD - Action/adventure 'Em up, Drive up, Shoot up, but, eh, bungee-jumping, skydiving. You're given plenty to do and often.

ACTUA GOLF 2

PSX - PSM2 - 80G - Full disc
Brilliant, graphic and varied shots full to overflowing with limitations.

ACTUA GOLF 3

PSone - PSM2 - 80G - Full disc
Greatly improved version of the first, but limited controls and added course variety.

ACTUA ICE HOCKEY

PSone - PSM2 - 80G - Full disc
Very ordinary game with slow graphics and many menu pages. Not bad, but not outstanding either.

ACTUA ICE HOCKEY 2

PSone - PSM2 - 80G - Full disc
Like playing for fun without a helmet, but it's missing one obvious point - the players.

ACTUA SOCCER

PSone - PSM2 - 80G - Football sim
A decent, repetitive football game, but nothing special.

O ACTUA SOCCER 2

PSone - PSM2 - 80G - Football sim
A decent point to measure, but still nothing new.

ACTUA SOCCER 3

PSone - PSM2 - 80G - Football sim
Lacks a water mark, but adds fire to anxiety - the only plus of the series.

ACTUA SOCCER CLUB EDITION

PSone - PSM2 - 120 - Football sim
Boringly, Action Soccer with neither better nor international appeal.

ACTUA TENNIS

PSone - PSM2 - 80G - Tennis sim
The entirely wrong game for those interested in Award Cup Tennis' tennis supremacy.

ADIDAS POWER SOCCER

PSone - PSM2 - 80G - Football sim
The George Bush of video games - flat, unexciting, but it's got a few nice touches.

ADIDAS POWER SOCCER 2

PSone - PSM2 - 80G - Football sim
There are better foot-soccer games, but this has lots of jet and flan.

ADIDAS POWER SOCCER INT

PSone - PSM2 - 80G - Football sim
A decent, solid, middle-of-the-road player, but it's not a top one.

ADIDAS POWER SOCCER '98

PSone - PSM2 - 80G - Football sim
Shapely-looking and often interesting.

AGILE WARRIOR

PSone - PSM2 - 80G - Combat sim
Slow, dull, repetitive, but, like the original, it's a returning favorite.

AIR COMBAT

PSone - PSM2 - MD - Air combat sim
Fully flying, having part plane not so alone, and easy to learn - quite exciting.

AIRRAUTISTS

PSone - PSM2 - MD - Flight sim
There's a real sport about it here. A bit more thought and this could have been a classic.

AIR RACE

PSone - PSM2 - 80G - Racing/Ride
It's not much, but it's a good, fast, smooth, flight.

AIR EVOLUTION GLOBAL

PSone - PSM2 - 80G - Strategy
Snappily titled 'Sun City' game. Bit too long, but some nice surprises.

AKUMU THE HEARTLESS

PSone - PSM2 - 80G - Action/Adventure
With its attractive art and addictive feel, this is a definite must.

ALIEN TRILOGY

PSone - PSM2 - 80G - Shoot 'em up
Mid-warriors race down there with an emphasis on shooting and agility.

ALL STAR SOCCER

PSone - PSM2 - 80G - Football sim
Completely fails to hit this mediocre home run and falls.

ALL STAR TENNIS

PSone - PSM2 - 80G - Tennis sim
A bit of a bore, but it's a good mix of tennis actions, but not recommended for the lone player.

ALLIED GENERAL

PSone - PSM2 - 80G - Strategy
It's not bad, but it's not particularly fair either.

AMAZONIA

PSone - PSM2 - 80G - Action/adventure
One of the most atmospheric and gripping adventures on the market.

O ALLIGATOR

PSone - PSM2 - 80G - RPG
Play as the Duke of the Pyramids, and not like a snake.

ANDRETTI RACING '97

PSone - PSM2 - 80G - Racing sim
Wanted, but, slightly chunky controls. Poles? No. It's a companion to Ridge Racer.

ALONE IN THE DARK

PSone - PSM2 - 80G - Horror
A decent, atmospheric horror game with some nice gore.

ANTRIX

PSone - PSM2 - 80G - Platformer
Subtly different from Asterix, but a noble effort to keep earth's ancient history.

ASTERIX

PSone - PSM2 - 80G - Shoot 'em up
The last of the classics is just as good now as it was 10 years ago.

ATRIUS COLLECTION 2, THE

PSone - PSM2 - 80G - Role-playing
A decent, though not stellar, role-playing adventure.

ATLANTIS

PSone - PSM2 - 80G - Pic 'n' click adventure
Looking at lots and lots of people, but very little else.

AUTO DESTRUCT

PSone - PSM2 - 80G - Racing/Ride
Not a bad, but not brilliant, racing game. It's a bit repetitive.

AYTON SENNA KART DUEL 2

PSone - PSM2 - 80G - Kart racing
Same as its predecessor, but it's a bit better.

AZURE DREAMS

PSone - PSM2 - 80G - RPG
A decent, atmospheric RPG. It's a pity it's not much to look at.

BABY UNIVERSE

PSone - PSM2 - 80G - Music/Instrumental

An amazing piece of music, but when was the last time you heard a CD?

BALLOONIZATOR

PSone - PSM2 - 80G - Shoot 'em up
Lackluster add-on of the Contra/DOA type, 2000.

BATHMAN & ROBIN

PSone - PSM2 - 80G - Action/adventure

There are lots more, like fighting for alien babies.

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PSone - PSM2 - 80G - Action/adventure

CASTLEVANIA: SYMPHONY OF THE NIGHT

SCIE - **PSX** - **1994** - **PG** - Adventure

From the creators of the Castlevania games.

CASTROL HONDA SUPERBike RACING

TG - **PSX** - **1995** - **M** - Racer/strategy

You'll compete for the title of racing champion, but it also lets you compete for the title of racing champion, so you have the choice.

CENTIPEDE

SCIE - **PSX** - **1994** - **A** - Arcade game

Starts off simple, 30 seconds later you've been

beyond辅导.

CHAMPIONSHIP MOTOCROSS

TG - **PSX** - **1992** - **M** - Racer/strategy

With over 100 tracks and 100 different motocross tracks, you'll have to be a professional.

Kit has their own race, report speeds.

CHESSMASTER 2

MicroProse - **PSX** - **1992** - **M** - Chess

If you want to play, or learn to play chess here.

CHILL

CITE - **PSX** - **1992** - **S** - Strategy

Simple strategy game, but it's really

anything innovative.

CHOCOBO RACING

SCIE - **PSX** - **1993** - **K** - Kart racing

New twist here though, the majority of choco-

bo's are not your normal

choco-bo's, they're weird.

CIRCUIT BREAKERS

MicroProse - **PSX** - **1994** - **M** - Racing

MicroProse's racing game, it's really

nothing innovative.

CIVILIZATION II

MicroProse - **PSX** - **1992** - **S** - Strategy

Same old same old, but really

addictive and addictive.

COLIN MCRAE: RALLY

EA Sports - **PSX** - **1993** - **PS** - Racing

Puts the excitement of the off-road racer to another level.

COLONY WARS

MicroProse - **PSX** - **1992** - **S** - Space combat

Moving and developing, it's really prepared to

make the effort.

COLONY WARS: VENGEANCE

Progress - **PSX** - **1993** - **S** - Space combat

The best space combat game on the PlayStation.

Challenging and competitive.

COMMAND & CONQUER

R&E - **PSX** - **1993** - **M** - Military strategy

Brilliant conversion of the great PC original.

Not as good as the PC.

COMMAND & CONQUER RED ALERT

Rage - **PSX** - **1994** - **M** - Real-time war game

A complete game, it's basic, you can even

COMMAND & CONQUER RED ALERT

SCIE - **PSX** - **1994** - **M** - Real-time war game

Not as good as the PC, but it's still

an interesting game.

CONSTRUCTOR

Activision - **PSX** - **1992** - **M** - Management sim

A real estate sim, you need a nose to get the

best out of it.

COLD BOARDERS

SCIE - **PSX** - **1992** - **S** - Boarding pass

Interesting, ensuring you've worked

hard to make it work well.

COLD BOARDERS 2

SCIE - **PSX** - **1993** - **S** - Boarding pass

Definitely better than the first, it's a little

bit more fun and a lot more

interesting.

COLD BOARDERS 3

SCIE - **PSX** - **1994** - **S** - Boarding pass

Same as the second, but a little more

interesting and more fun.

COFFER CRASH

SCIE - **PSX** - **1992** - **M** - Racing

Lots of fun for all, but it's less interesting

than the first.

CRASH BANDICOOT

SCIE - **PSX** - **1995** - **M** - Platformer

A lot more than the original, though

it's a bit more repetitive.

CRASH BANDICOOT 2

SCIE - **PSX** - **1996** - **M** - Platformer

Less pants than the original, though

it's much more fun.

CRASH BANDICOOT 3

SCIE - **PSX** - **1997** - **M** - Platformer

Revised and refined, it's not the

original, but it's still the

© CRASH TEAM RACING

SCIE - **PSX** - **1998** - **M** - Kart racing

This is pure karting bliss.

CREATURE SHOCK

Baloo Ent. - **PSX** - **1992** - **M** - Shoot 'em up

The best shoot 'em up, where alien hounds do battle with gunners and visual effects.

CRITICAL DEPTH

SCIE - **PSX** - **1993** - **M** - Shoot 'em up

It's always a shoot 'em up.

CRITICISM

SCIE - **PSX** - **1993** - **M** - Shoot 'em up

It's a really good one.

CRUCIFIX

SCIE - **PSX** - **1993** - **M** - Shoot 'em up

It's a really good one.

CRUSADE

SCIE - **PSX** - **1993** - **M** - Shoot 'em up

It's a really good one.

CRUSADER

SCIE - **PSX** - **1993** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL CROWN

SCIE - **PSX** - **1993** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL KILLERS

SCIE - **PSX** - **1993** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST

SCIE - **PSX** - **1993** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 2

SCIE - **PSX** - **1994** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 3

SCIE - **PSX** - **1995** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 4

SCIE - **PSX** - **1996** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 5

SCIE - **PSX** - **1997** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 6

SCIE - **PSX** - **1998** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 7

SCIE - **PSX** - **1999** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 8

SCIE - **PSX** - **2000** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 9

SCIE - **PSX** - **2001** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 10

SCIE - **PSX** - **2002** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 11

SCIE - **PSX** - **2003** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 12

SCIE - **PSX** - **2004** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 13

SCIE - **PSX** - **2005** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 14

SCIE - **PSX** - **2006** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 15

SCIE - **PSX** - **2007** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 16

SCIE - **PSX** - **2008** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 17

SCIE - **PSX** - **2009** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 18

SCIE - **PSX** - **2010** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 19

SCIE - **PSX** - **2011** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 20

SCIE - **PSX** - **2012** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 21

SCIE - **PSX** - **2013** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 22

SCIE - **PSX** - **2014** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 23

SCIE - **PSX** - **2015** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 24

SCIE - **PSX** - **2016** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 25

SCIE - **PSX** - **2017** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 26

SCIE - **PSX** - **2018** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 27

SCIE - **PSX** - **2019** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 28

SCIE - **PSX** - **2020** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 29

SCIE - **PSX** - **2021** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 30

SCIE - **PSX** - **2022** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 31

SCIE - **PSX** - **2023** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 32

SCIE - **PSX** - **2024** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 33

SCIE - **PSX** - **2025** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 34

SCIE - **PSX** - **2026** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 35

SCIE - **PSX** - **2027** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 36

SCIE - **PSX** - **2028** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 37

SCIE - **PSX** - **2029** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 38

SCIE - **PSX** - **2030** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 39

SCIE - **PSX** - **2031** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 40

SCIE - **PSX** - **2032** - **M** - Shoot 'em up

It's a really good one.

CRYSTAL QUEST 41

SCIE - **PSX** - **2033** - **M** - Shoot 'em up

It's a really good one.

DATABASE

KEY: This indicates a Starplayer game This indicates a Platinum title

GRAND THEFT AUTO

GRAND THEFT AUTO: LOS SAN ANDRES
PSX - PSONE - N64 - PlayStation
Grand Theft Auto: Los San Andreas - Criminals and their gangsters, and the weapons used. It's intense, action and strategy, replete.

GRAND THEFT AUTO: LONDON CRIME

GRAND THEFT AUTO: LONDON CRIME
PSX - PSONE - N64 - PlayStation
Grand Theft Auto: London Crime - Criminals and their gangsters, and the weapons used. It's intense, action and strategy, replete.

GRANSTREAM SAGA

GRANSTREAM SAGA
SCE - PSX/PS - N64 - PlayStation
Intriguing but frustrating, not much depth.

GUARDIAN'S CRUSADE

GUARDIAN'S CRUSADE
SCE - PSX/PS - N64 - PlayStation
The story is thin, but the graphics here are really good. RPG fan, sit down the casual player.

GUNGEAGE

GUNGEAGE
SCE - PSX/PS - N64 - PlayStation
Fairly predictable, but fun. Another title.

GUNSHIP 2000

GUNSHIP 2000
Microsoft - PC/Mac - N64 - PlayStation
Uninspired, but the graphics are nice, and the shooting is varied.



HARDCORE 4X4

HARDCORE 4X4
Gremlin - PC/Mac - N64 - PlayStation
An off-road off-roader which suffers the 10.1b rating, but it's fun.

HARD EDGE

HARD EDGE
Sonic - PC/Mac - N64 - PlayStation
Has a solid plot, but the title is bad. A snappy kid-friendly drive-fest.

HEBEREKE'S POMPOITO

HEBEREKE'S POMPOITO
Microsoft - PC/Mac - N64 - PlayStation
Jazzier puzzle which fails to grab the attention.

HERC'S ADVENTURES

HERC'S ADVENTURES
SCE - PSX/PS - N64 - PlayStation
Entertaining introduction to the KNP, though never quite as good as the original.

HERCULES

HERCULES
SCE - PSX/PS - N64 - PlayStation
A fun, but short-lived experience that will appeal to younger players.

HEKEN

HEKEN
SCE - PSX/PS - N64 - PlayStation
Great graphics, but the game is too slow, dampening the overall enjoyment.

HET WHEELS OF TURBO RACING

HET WHEELS OF TURBO RACING
EA - PC/Mac - N64 - PlayStation
There are far better games of the same ilk out there. Definitely not worth the asking price.



IMPACT RACING

IMPACT RACING
SCE - PSX/PS - N64 - PlayStation
Limited arcade racing which leaves something to be desired.

INCREDIBLE HULK

INCREDIBLE HULK
Sonic - PC/Mac - N64 - PlayStation
A quick, but fun romp through the Hulk's world.

INDEPENDENCE DAY

INDEPENDENCE DAY
Gremlin - PC/Mac - N64 - PlayStation
A fast and frantic, adrenaline-pumping title.

INTERNATIONAL TRACK & FIELD

INTERNATIONAL TRACK & FIELD
Gremlin - PC/Mac - N64 - PlayStation
Acing floors adds a breath-taking addition to standard sport titles.

INT'L HUNT

INT'L HUNT
SCE - PSX/PS - N64 - PlayStation
The title is misleading, as the focus is on hunting, but it's still a fun title.

ISS DELUXE

ISS DELUXE
Sonic - PC/Mac - N64 - PlayStation
Great graphics try to pull a very pleasant game and it usually fail.

SPORTS SIM OF THE MONTH

Score: 100% Rating: 90% Rating: 90%
Publisher: Midway
Platform: PlayStation
Genre: Sports
Release Date: 1999-09-28

KONAMI'S SACRED FIST
KONAMI - PC/Mac - N64 - PlayStation
Tokken is 100% safe this time. A classic. Loads of detail and depth.

ISSUE #1

Score: 100% Rating: 90% Rating: 90%
Publisher: Midway
Platform: PlayStation
Genre: Sports
Release Date: 1999-09-28

KING'S FIELD
SCE - PSX/PS - N64 - PlayStation
King's Field is a great title, but it's not as absorbing as some.

KONAMI'S CROSSFIRE

Score: 100% Rating: 90% Rating: 90%
Publisher: Konami
Platform: PlayStation
Genre: Sports
Release Date: 1999-09-28

KONAMI'S CROSSFIRE
Konami - PC/Mac - N64 - PlayStation game
A half-baked strategy game that stands more on its marketing than its actual game.

KONAMI'S DOOR TO PHANTOMVILLE

Score: 100% Rating: 90% Rating: 90%
Publisher: Konami
Platform: PlayStation
Genre: Sports
Release Date: 1999-09-28

KONAMI'S DOOR TO PHANTOMVILLE
Konami - PC/Mac - N64 - PlayStation
A weird, but fun title as hardware game.

KNOCKOUT KINGS '99

Score: 100% Rating: 90% Rating: 90%
Publisher: Midway
Platform: PlayStation
Genre: Sports
Release Date: 1999-09-28

KNOCKOUT KINGS '99
Midway - PC/Mac - N64 - PlayStation
The most authentic and realistic football game ever made.

KNOCKOUT KINGS 2000

Score: 100% Rating: 90% Rating: 90%
Publisher: Midway
Platform: PlayStation
Genre: Sports
Release Date: 1999-09-28

KNOCKOUT KINGS 2000
Midway - PC/Mac - N64 - PlayStation
The best looking game, but I think the competition is taking away.

KNUCKLE DAWGS

Score: 100% Rating: 90% Rating: 90%
Publisher: Midway
Platform: PlayStation
Genre: Sports
Release Date: 1999-09-28

KNUCKLE DAWGS
Midway - PC/Mac - N64 - PlayStation
A great game, but it's not as good as Knockout Kings.

KONAMI'S SACRED FIST
KONAMI - PC/Mac - N64 - PlayStation
Tokken is 100% safe this time. A classic. Loads of detail and depth.

KING'S FIELD
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KNUCKLE DAWGS
Midway - PC/Mac - N64 - PlayStation
A great game, but it's not as good as Knockout Kings.

KNUKUSHI FINAL
SCE - PSX/PS - N64 - PlayStation
A great game, but it's not as good as Knockout Kings.

KURUKUSHI
SCE - PSX/PS - N64 - PlayStation
Entertaining, but won't last long.

KURUKUSHI FINAL
SCE - PSX/PS - N64 - PlayStation
If you like the original, then you'll like this.

JADE COCONUT
Gremlin - PC/Mac - N64 - PlayStation
Gross along at a grandpa's pace, but addictive in its own way.

JEREMY MCGRATH'S SUPER CROSS
Acclaim - PC/Mac - N64 - PlayStation game
Let alone for reference, it's not - ultimate 100%.

JETRIER DEVE
Sony - PC/Mac - N64 - PlayStation
Entertaining, but it's not as good, colorful and minimal.

JET RIDER 2
SEGA - PC/Mac - N64 - PlayStation game
Great titles and physics, but it's not as good as Jet Rider.

JET RIDER 3
SEGA - PC/Mac - N64 - PlayStation game
Great titles and physics, but it's not as good as Jet Rider.

JET RIDER 4
SEGA - PC/Mac - N64 - PlayStation game
Great titles and physics, but it's not as good as Jet Rider.

JET RIDER 5
SEGA - PC/Mac - N64 - PlayStation game
Great titles and physics, but it's not as good as Jet Rider.

JET RIDER 6
SEGA - PC/Mac - N64 - PlayStation game
Great titles and physics, but it's not as good as Jet Rider.

JET RIDER 7
SEGA - PC/Mac - N64 - PlayStation game
Great titles and physics, but it's not as good as Jet Rider.

JET RIDER 8
SEGA - PC/Mac - N64 - PlayStation game
Great titles and physics, but it's not as good as Jet Rider.

JET RIDER 9
SEGA - PC/Mac - N64 - PlayStation game
Great titles and physics, but it's not as good as Jet Rider.

JET RIDER 10
SEGA - PC/Mac - N64 - PlayStation game
Great titles and physics, but it's not as good as Jet Rider.

JET RIDER 11
SEGA - PC/Mac - N64 - PlayStation game
Great titles and physics, but it's not as good as Jet Rider.

LOST IN KINGS 2
SCE - PSX/PS - N64 - PlayStation
Lost in Kings 2 is multi-player, 100% player after three titles.

LOST IN WORLD
SCE - PSX/PS - N64 - PlayStation
Lost in World has the strange controls and poor level design areas.

LUCKY LUKE
SCE - PSX/PS - N64 - PlayStation
Lucky Luke is a great title. Play it lots of times, and you're learning - not much for older kids, though.

MACHINE HUNTER
SCE - PSX/PS - N64 - PlayStation
Machine Hunter is a great title. Play it lots of times, and you're learning - not much for older kids, though.

MADDEN '99
EA - PC/Mac - N64 - PlayStation
The best football game on the PlayStation (Madden series) and a great one in its own right.

MADDEN '98
EA - PSX/PS - N64 - PlayStation
American football isn't as good as Madden '99, but it's still a great one in its own right.

MADDEN NFL '99
EA - PSX/PS - N64 - PlayStation
Updated version of the American football game, updated to appeal to women.

MADDEN NFL 2000
EA - PSX/PS - N64 - PlayStation
American football isn't as good as Madden '99, but it's still a great one in its own right.

MAGIC CARRIAGE
EA - PC/Mac - N64 - PlayStation
Mother's special empathy and fine animation.

MARVEL SUPER HEROES
Way - PC/Mac - N64 - PlayStation
200% base rating, but it's not as good as the others.

MARVEL SUPER HEROES VS STREET FIGHTER
Way - PC/Mac - N64 - PlayStation
Playability, variety and damage done are well balanced on the axis of superhero worship.

MAX POWER RACING
Sega - PC/Mac - N64 - PlayStation
It's a pleasure and highly addictive.

MOK
Way - PC/Mac - N64 - PlayStation
Mok is a great title. Play it lots of times, and you're learning - not much for older kids, though.

MOTORHEAD
Sonic - PC/Mac - N64 - PlayStation
A great title, but it's not as good as Motorhead 2.

MOTOR TORN GP2
SCE - PSX/PS - N64 - PlayStation
Great graphics and smooth racing, but the handling is a bit wonky.

MOTOR RACER
EA - PC/Mac - N64 - PlayStation
Great graphics, smooth racing, and fast.

MOTOR RACER 2
EA - PC/Mac - N64 - PlayStation
Let's face it, more angles and scenarios. Good, but not great.

MOTORHEAD
Sonic - PC/Mac - N64 - PlayStation
Racing some at a minimum level of a game, with a driving license.

MOTOR TORN GP
SCE - PSX/PS - N64 - PlayStation
Smooth racing, smooth graphics, and a wealth of courses (but the handling is a bit wonky).

MOTOR DOMINO
EA - PC/Mac - N64 - PlayStation
Great racing, smooth graphics. A highly addictive racing.

MOTIV SNOWBOARDING
Way - PC/Mac - N64 - PlayStation
Great snowboarding features, present, but not carried.

MUSIC 2000
Codemasters - PC/Mac - N64 - PlayStation
The best music game available, but it's not terribly fun to practice.

MUSIC MUSIC CREATION FOR THE PLAYSTATION
Codemasters - PC/Mac - N64 - PlayStation
Great concept, but it's not as good as Music 2000.

MICKEY'S WILD ADVENTURE
SCE - PSX/PS - N64 - PlayStation
Not particularly wild or indeed interesting, but it's nice nevertheless.

MICRO MACHINES V3
Way - PC/Mac - N64 - PlayStation
Great racing, but the driving controls and poor level design areas.

MIGHTY HITS SPECIAL
Way - PSX/PS - N64 - PlayStation
Great racing message to the players, but if you already have one it's not much of a hit.

MINI-MILLION SOLDIER
Way - PC/Mac - N64 - PlayStation
The player's goal is to rescue the world, but the game is a bit slow.

MISSION: IMPOSSIBLE
Way - PC/Mac - N64 - PlayStation
A mission to save the world, but it's not as good as the others.

MONACO GRAND PRIX
Way - PC/Mac - N64 - PlayStation
Uncompromising handling and over precision means it's not a race title, but it's fast.

MONKEY HERO
Way - PC/Mac - N64 - PlayStation
Monkey Hero is a great title. Play it lots of times, and you're learning - not much for older kids.

MORTAL KOMBAT 4
EA - PC/Mac - N64 - PlayStation
The best Mortal Kombat title ever made. It's not as good as the others.

MOTO RACER
EA - PC/Mac - N64 - PlayStation
Great racing, pumping, and keeps it flowing.

MOTO RACER 2
EA - PC/Mac - N64 - PlayStation
Let's face it, more angles and scenarios. Good, but not great.

MOTORHEAD
Sonic - PC/Mac - N64 - PlayStation
Racing some at a minimum level of a game, with a driving license.

MOTOR TORN GP2
SCE - PSX/PS - N64 - PlayStation
Smooth racing, smooth graphics, and a wealth of courses (but the handling is a bit wonky).

MOTOR DOMINO
EA - PC/Mac - N64 - PlayStation
Great racing, smooth graphics. A highly addictive racing.

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Way - PC/Mac - N64 - PlayStation
Great snowboarding features, present, but not carried.

MUSIC 2000
Codemasters - PC/Mac - N64 - PlayStation
The best music game available, but it's not terribly fun to practice.

NAMCO MUSEUM VOLUME 2
SCE - PSX/PS - N64 - PlayStation
The best of Namco and Konami get the compilation treatment, all in one.

NAMCO MUSEUM VOLUME 3
SCE - PSX/PS - N64 - PlayStation
Great compilation of Namco's best work. A great come-back to the company.

NAMCO MUSEUM VOLUME 4
SCE - PSX/PS - N64 - PlayStation
The penultimate title in the series was only chapter 600, but it's still a great one.

NASCAR MUSEUM VOLUME 5

SCSI - PSM2K - \$20 - Racerware
Whether that's the previous offering, but plenty of
background information.

NASCAR WARRIOR

SCSI - PSM2K - \$20 - Shoot 'em up
A little variation and a few more levels needed.
Have good fun.

NASCAR '99

EA - PSM2K - \$20 - Racing game
It's always a solid title, but it's still solid.

NASCAR 2000

EA - PSM2K - \$20 - Racing game

It's always a solid title, but it's still solid.

NBA BASKETBALL 2000

American - PSM2K - \$20 - Basketball game

It's easy to score baskets, but just as easy to score teams, making this a game of chance.
NBA: IN THE ZONE 2

EA - PSM2K - \$20 - Basketball game
A real improvement over the original in terms of graphics, competing and realism.

NBA IN THE ZONE '99

Konami - PSM2K - \$20 - Basketball game
This is a solid basketball, but the way this will probably have new ones shot down.

NHL JAM EXTREME

EA - PSM2K - \$20 - Basketball game
Similar to the Tournament Edition in all but the visual side, though.

NBA JAM TOURNAMENT EDITION

EA - PSM2K - \$20 - Basketball game
This is a solid basketball, but fast and playful compared to others.

NBA LINE '96

EA - PSM2K - \$20 - Basketball game

Another solid basketball, making realistic shots a little smoother.

NBA LINE '97

EA - PSM2K - \$20 - Basketball game

A convincing sim but it's not too fast, too fast management territory.

NBA LINE '98

EA - PSM2K - \$20 - Basketball game

Another solid basketball, though it's a little off balance.

NBA LINE '99

EA - PSM2K - \$20 - Basketball game

The best basketball, one set.

NBA PRO '96

EA - PSM2K - \$20 - Basketball game
Finally basketball that's about hours of dominating fun.

NEED FOR SPEED

EA - PSM2K - \$20 - Racing game

Rough competition rules with an undeniably hot track.

NEED FOR SPEED 2

EA - PSM2K - \$20 - Racing game

Includes all the facets of the first title, but removes the fire element.

NEED FOR SPEED 3:

EA - PSM2K - \$20 - Racing game

Email if you can see with the added bonus of an occasional two-player mode.

NEED FOR SPEED: HOT PURSUIT

EA - PSM2K - \$20 - Racing game

Entertainingly chaotic, even if it doesn't have the power to compete with *Need for Speed*.

NEW HAAS RACING

PSI - PSM2K - \$20 - Racing game

It's a solid racing simulation of Formula 1 racing.

NFL BLITZ

EA - PSM2K - \$20 - American football game

One of the most addictive, playable and fun sports games ever made.

NFL BLITZ 2000

EA - PSM2K - \$20 - American football game

The most unpredictable game to hit American football since Tom Landry's *Tommyland*.

NFL GAMETIME

SCSI - PSM2K - \$20 - American football game

The first NFL football game to appear on the PlayStation. Good fun.

NFL QUARTERBACK CLUB '97

Jordan - PSM2K - \$20 - American football sim
A solid interpretation of American football. That's pretty much it.

NFL XTREME

SCSI - PSM2K - \$20 - American football sim
Fun for both one-player and two-player, but not enough message for our liking.

NHL '97

EA - PSM2K - \$20 - Ice hockey sim
A solid, yet slightly boring hockey game from EA, the masters of the genre.

NHL '98

EA - PSM2K - \$20 - Ice hockey sim
Sehr kreativ, but not my type of ice hockey.

NHL CHAMPIONSHIP 2000

Activision - PSM2K - \$20 - Ice hockey sim
A solid, yet slightly boring hockey game from EA, the masters of the genre.

NHL FACE OFF '97

SCSI - PSM2K - \$20 - Ice hockey sim
Not much better than the first title, which means it's teachable.

NHL FACE OFF '98

SCSI - PSM2K - \$20 - Ice hockey sim
Choosing depth and breadth, this is a picky, yet satisfying variant of the game.

NHL POWERPLAY HOCKEY '96

Wright - PSM2K - \$20 - Ice hockey sim
A solid, yet slightly boring hockey game from Wright, though not as interesting looking.

NHL SHADOW OF DARKNESS

Sierra - PSM2K - \$20 - 3D fighting simulation
Competed well enough, and looks rather nice.

NO FEAR MARTIAL BRING

Cambridge - PSM2K - \$20 - Fighting game
Solid martial arts game, but it's not the best there is.

NUCLEAR STRIKE

Wright - PSM2K - \$20 - Strategy/hidden object
A solid nuclear war simulation game, though it's a little off the beaten path.

N2O

Gremco - PSM2K - \$20 - Shoot 'em up
Underhanded, exhilarating, but oddly interesting.

O2OORLD-JAE'S EXODUS

LS - PSM2K - \$20 - Platformer
A beautifully put together and interesting game, but it's far from O2O's best.

O2OORLD-ADE'S ODISSEY

LS - PSM2K - \$20 - Platformer
Love it or hate it, it's a pick-and-click with great music.

O.D.T.

Papyrus - PSM2K - \$20 - 3D adventure
A decent game that depicts its vibrantly colored world in a very friendly manner.

OFFWORLD: INTERCEPTOR EXTREME

BIG - PSM2K - \$20 - Fighting game
Time to combine the shoot-up and the laser gun.

OLYMPIC GAMES

Sierra - PSM2K - \$20 - Sports game
Sierra's entry over the finishing line was definitely International: Art & Pixel.

OLYMPIC SOCCER

U.S. Gold - PSM2K - \$20 - Football sim
A solid, yet somewhat uninteresting at the finish game. Plenty of depth.

OMEGA BOOST

PSI - PSM2K - \$20 - Shoot 'em up
It will keep you with its pretty colors before it'll keep you with its difficult shots.

ONE

EA - PSM2K - \$20 - Shoot 'em up
Pretty, mindless, boring, though interesting, but it's damn lame.

OVERBLOOD

EA - PSM2K - \$20 - 3D adventure
A solid, yet somewhat uninteresting at the finish adventure.

OVERBOARD!

Papyrus - PSM2K - \$20 - Strategy game
A stuff base system, but this is a prime piece of maritime adventure.

**PAC-MAN WORLD**

SCSI - PSM2K - \$20 - Platformer
Pac-Man has undergone for the platformer and now it's a decent, video platformer.

PANDEMONIUM

Sierra - PSM2K - \$20 - Platformer
Sierra's formula carries through.

PANDENOMIUM 2

Sierra - PSM2K - \$20 - Platformer
Not quite the meatier than its predecessor was, but it's still meat of it.

PANZER GENERAL

Sierra - PSM2K - \$20 - Strategy game
The chaotic graphics just come across off this display quickly.

PANZER RAIDER

Sierra - PSM2K - \$20 - Racing game
Gaming over, which lacks that elusive driving feel.

PANZER TITAN

Sierra - PSM2K - \$20 - Racing game
Sierra's latest, the last, for sure, for sure.

PANZER TITAN '96

Sierra - PSM2K - \$20 - Racing game
A solid, though not as smooth as the original.

PANZER TOUR '97

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '98

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '99

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '00

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '01

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '02

Sierra - PSM2K - \$20 - Racing game
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PANZER TOUR '03

Sierra - PSM2K - \$20 - Racing game
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PANZER TOUR '04

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '05

Sierra - PSM2K - \$20 - Racing game
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PANZER TOUR '06

Sierra - PSM2K - \$20 - Racing game
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PANZER TOUR '07

Sierra - PSM2K - \$20 - Racing game
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PANZER TOUR '08

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '09

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '10

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '11

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '12

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '13

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '14

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '15

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '16

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '17

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '18

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '19

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '20

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '21

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '22

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '23

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '24

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '25

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '26

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '27

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '28

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '29

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '30

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '31

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '32

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '33

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '34

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '35

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '36

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '37

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '38

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '39

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '40

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '41

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '42

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '43

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '44

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '45

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '46

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '47

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '48

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '49

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '50

Sierra - PSM2K - \$20 - Racing game
Officer moves of the same, but it's still a bit of the rough game.

PANZER TOUR '51

Sierra

DATABASE

KEY: • This indicates a Starplayer game ■ This indicates a Platinum title

READY 2 RUMBLE

Rumble - PSX/PS - £30 - Boxing game
A simple boxing game with a few clever moves. It's not bad, but it's not the best.

REBOUT COUNTDOWN TO CHAOS

Ed - PS/PSX - 700 - 100 level up
Atmospheric, suspenseful and interesting
game, but it's not as good as it lets on.

RELOADED

Sam - PS/PSX - 700 - Shoot 'em up
It's been done for a long time, but the new graphics fall far short of being original.

RESIDENT EVIL

Vigil - PSX/PS - 150 - 30 minutes
A classic game that every bit the effort.
It's not perfect, but it's still a great game.

RESIDENT EVIL 2

Vigil - PSX/PS - 150 - 30 minutes
A classic game that every bit the effort.
It's not perfect, but it's still a great game.

RESIDENT EVIL DIRECTOR'S CUT

Vigil - PSX/PS - 150 - 30 minutes
A patchy re-make. It's not a waste buying it
you don't have the original.

RETRO FORCE

Premier - PS/PSX - 500 - Archaic war game
It's not bad, but it's not as good as it claims to be.
The controls aren't much fun.

RETURN FIRE

Time War - PS/PSX - 500 - Archaic war game
It's better than Average, but it's not as good as it claims to be.

RIDGE RACER REVOLUTION

SEGA - PS/PSX - 500 - Racing game
It was the predecessor PlayStation racer in '95.
It's not bad, but it's not great.

RIDGE RACER TYPE 4

SEGA - PS/PSX - 950 - Racing game
It's not as good as its predecessor, but it's not
terrible either.

RIGID

PSI - PS/PSX - 150 - Future sports
Future's futuristic derivative. More of a sci-fi
than a real sport.

RISK

Waddington - PS/PSX - 150 - Board game
A game that's probably about 90% strategy, but not
worth the price tag.

RIVAL SCHOOLS

Vigil - PS/PSX - 150 - Race 'em up
Perfectly-balanced football with an excellent
scripted mode.

ROAD RASH

Midway - PS/PSX - 150 - Motorbiking game
Provides lots of fun that sounds like a medical
camping, but it's not for you, try one of us.

ROAD RASH 3D

EA - PSX/PS - 150 - Motorbiking game
Allows anyone to race at a master's pace.

ROADSTERS

Time - PS/PSX - 500 - Racing game
A decent racing game, but it's not a thoroughly
enjoyable one.

ROCK AND ROLL RACER 2

Infiniti - PS/PSX - 450 - Platform racing game
It's not as good as the first, but it's thoroughly
immersive.

ROGUE TRIP

3D - PS/PSX - 450 - Driving game
The pretentious graphics are the first down by
the handling of the vehicles.

O ROLLAGE

Popstar - PSX/PS - 150 - Roller skating game
It's not bad, but it's not as good as it lets on.

RONIN BLADE

Konami - PSX/PS - 350 - 30 minutes
A very solid game, but the motion control
would have been better.

ROSSO McGuEAGLE

SEGA - PS/PSX - 350 - Platformer
It's not a masterpiece, but it's not a waste.

R-TYPE DELTA

SEGA - PSX/PS - 600 - Shoot 'em up
An updated version of the classic, which doesn't do
a lot of things differently, but it's fun.

•TYPES

Vigil - PSX/PS - 850 - Shoot 'em up
A solid space shooter, but when Jason King is
put to work, it's not.

•RUMMAGE

Ting - PS/PSX - 450 - Platformer/hidden object
A disappointing reworking of an otherwise excellent
game for those of a more fragile heart.

•RUNNING WILD

Solex - PS/PSX - 150 - Racing game
A solid racing game, though never quite as fast
or smooth as Gran Turismo.



SAWPRAS EXTREME TENNIS

Dimension - PSX/PS - 150 - Tennis game
A solid tennis game, though it's not quite the
depth of a first choice.

•SAN FRANCISCO RUSH

3D - PS/PSX - 500 - Driving game
For this, this is a damn good choice.

•SCARS

2000 Sub - PS/PSX - 850 - Racing game
A solid racing game, though not quite as fast
as Formula 1.

•SENTIENT

Paycom - PS/PSX - 350 - 30 minutes
A disappointing racing game, but it's not as bad
as some of the others.

•SPICE HULK

EM - PSX/PS - 150 - 2D action/adventure
A solid action game, but it's not quite as strong
as the others.

•SPECIAL FREAKS

SEGA - PS/PSX - 950 - Kart racing
The combination of graphics and driving in
reflections all you need from a racing game.

•SPICE WORLD

SEGA - PSX/PS - 450 - Space game
A solid space game, though it's not as good as
Galaxy Quest.

•SPIDER

SEGA - PSX/PS - 150 - Platformer
A decent, fast-paced and addictive controls make
this a solid choice.

•SPORTS CAR GT

EA - PSX/PSX - 2000 - Racing game
A decent, though unoriginal racing game, but it's not
as good as Gran Turismo.

•SPYROS THE DRAGON

SEGA - PSX/PS - 150 - Platformer
One of the best platform games, but it's not as good
as Super Mario 64.

•SHELLISSHOCK

Cave - PS/PSX - 150 - Shoot 'em up
A solid, fast-paced and medium difficulty alien
shooter in 3D.

•SHOCK WAVE ASSAULT

EA - PSX/PS - 500 - Shoot 'em up
A solid, fast-paced alien shooter which looks
like it's straight out of Star Wars.

•SILENT HILL

Konami - PS/PSX - 150 - Survival horror
Aounding, gory-shocky atmosphere. This is a
solid survival game.

•SIM CITY 2000

EA - PSX/PSX - 2000 - Simulation game
A solid, though unoriginal simulation game.

•SKULL MONKEYS

PSI - PSX/PS - 200 - Platformer
Platform and puzzle, but, ultimately repetitive.

•SLAM 'N' JAM '96

PSX - PSX/PS - 150 - Basketball game
A solid basketball game, though not quite as
well balanced as NBA Jam.

•SMOKESCAPE

MTV - PSX/PS - 450 - Shoot 'em up
That's right, smoking related which looks it's
straight out of Star Wars.

•SLED STORM

EA - PS/PSX - 450 - Snowmobile game
A pretty cool, fast, fun, winter action game.

•SMASH COURT TENNIS

SOE - PSX/PS - 150 - Tennis game
A solid and quick, but has raw and ready for
the next game.

•SNOW CRASH

SOE - PSX/PS - 150 - Shoot 'em up
Fast, raw and quick, but has raw and ready for
the next game.

•SNOW RACER

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•SNOW RACER

SOE - PSX/PS - 150 - Winter sports game
Great, raw and quick, but has raw and ready for
the next game.

•SOCER '97

SOE - PSX/PS - 150 - Football game
Great, raw and quick, but has raw and ready for
the next game.

•SOUL BLADE

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•SOUL REAPER: LEGACY OF KAIN

SOE - PSX/PS - 150 - 2D action/adventure
Great, raw and quick, but has raw and ready for
the next game.

•SOUTH PARK: CHEF'S LUV SHACK

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•SOVIET STRIKE

SOE - PSX/PS - 150 - Combat flight game
Great, raw and quick, but has raw and ready for
the next game.

•SPACE HULK

SOE - PSX/PS - 150 - 2D action/adventure
Great, raw and quick, but has raw and ready for
the next game.

•SPICE HULK

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•SPIDERMAN

SOE - PSX/PS - 150 - Platformer
Great, raw and quick, but has raw and ready for
the next game.

•SPIDERMAN

SOE - PSX/PS - 150 - Platformer
Great, raw and quick, but has raw and ready for
the next game.

•SPORTS CAR GT

SOE - PSX/PS - 150 - Racing game
Great, raw and quick, but has raw and ready for
the next game.

•SPYROS THE DRAGON

SOE - PSX/PS - 150 - Platformer
Great, raw and quick, but has raw and ready for
the next game.

•SPYROS 2: GATEWAY TO GLIMMER

SOE - PSX/PS - 150 - Platformer
Great, raw and quick, but has raw and ready for
the next game.

•SPORTS CAR GT 2

SOE - PSX/PS - 150 - Racing game
Great, raw and quick, but has raw and ready for
the next game.

•STAR CLAWZARIN

SOE - PSX/PS - 150 - 3D - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•STAR WARS: EPISODE I - THE PHANTOM MENACE

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•STAR WARS: EPISODE II - ATTACK OF THE CLONES

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•STAR WARS: EPISODE III - REVENGE OF THE SITH

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•STAR WARS: EPISODE IV - A NEW HOPE

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•STAR WARS: EPISODE V - THE EMPIRE STRIKES BACK

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•STAR WARS: EPISODE VI - RETURN OF THE JEDI

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•STAR WARS: EPISODE VII - THE FORCE AWAKENS

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•STAR WARS: EPISODE VIII - THE LAST JEDI

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

•STAR WARS: EPISODE IX - THE RISE OF SKYWALKER

SOE - PSX/PS - 150 - Shoot 'em up
Great, raw and quick, but has raw and ready for
the next game.

RACER OF THE MONTH

Based - Formula 1 - 199
Full Drive - 1999
Formula - 1998
Grand Prix - 1998
Grand Prix 2 - 1998
Grand Prix 3 - 1998
Grand Prix 4 - 1998

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TIGER SHARK

SCE - PSX/PS - 450 - Shoot 'em up
Shark and frogman slasher with pretensions for action. 100% action.

TIGER WOODS '99

A EA - PSX/PS - 320 - Golf sim

The popular pro-golf and interactive shooting series will be a sure off-the-menu.

TILT

M Sega - PSM/PC - 250 - Puzzle sim
A multi-level atmospheric, tactless game most atmospheric and surreal.

TIME CRISIS

SCE - PSX/PS - 850 - Light gun game
The prescribed bloodthirsty fighter shoot 'em up they're it.

TOTAL NO. 1

SCE, Sony - PSX/PC - 20 feet - Shoot 'em up
Two's company four's a crowd and seven's a crowd of 40, but twelve's sufficient.

TOCA TOURING CAR CHAMPIONSHIP

C Codemasters - PSX/PC - 160 - Racing game
Excellent, realistic and fun with great graphics and sound.

TOCA 2: TOURING CARS

C Codemasters - PSX/PC - 160 - Racing game
The second in the series is even more of the legit racing game out there and it's got it.

TOKYO HIGHWAY RACER

TNG - PSX/PS - 320 - Racing game
Possible urban rider with the added twist that you have to drive through traffic.

TONER

SCE, Sony - PSX/PS - 250 - Platformer
Puzzles and bizarre goals make this extremely appealing, a welcome surprise.

TOUMB RAIDER

SCE - PSX/PS - 150 - 2D adventure
The series' signature of action and exploration. Highly recommended.

TOUMB RAIDER 2

SCE - PSX/PS - 150 - 2D adventure
What have I thought in buying this? Let's start looking at the game.

TOUMB RAIDER 3

SCE - PSX/PS - 150 - 2D adventure
What have I thought in buying this? Let's start looking at the game.

TOUMB RAIDER : THE LAST REVELATION

C Core - PSM/PC - 200 - 2D adventure
The series' signature of action and exploration. Highly recommended.

TONI MÄKINEN RALLY

L Lotus - PSX/PS - 160 - Rally racing sim
A definite disappointment when compared to other members of this illustrious genre.

TOMORROW NEVER DIES

E EMI - PSX/PS - 150 - Action/adventure
The James Bond movie tie-in. Bond answers the question that this movie poses.

TONY HAWKS SKATEBOARDING

A Activision - PSX/PS - 160 - Skateboarding sim
A great game that's fun to play, but where's been kept for the non-skateboarding game?

TOTAL DRIVEN

D Omega - PSM/PS - 850 - Racing game
A fast-paced variety of tracks and cars, but it doesn't seem to have much depth.

TOTAL NBA '96

SCE - PSX/PS - 450 - Basketball sim
The perfect combination of accuracy and playability. Haven't kept screens.

TOTAL NBA '97

SCE - PSX/PS - 450 - Basketball sim
Basketball fans will be pleased with the graphical tandem keep 'em top.

TOTAL NBA '98

SCE - PSX/PS - 450 - Basketball sim
Realistic stats, even more stats, but less cut-up action. It's a good game, but not the best. Techy ground-breaking new features.

TOV STORY

A Activision - PSX/PS - 450 - Platformer
Graphically drawn, cracked and with great characters, this is a must buy for the PlayStation.

TRANSPORT TYCOON

C Sierra - PC - 300 - Strategy game
Set up and run a transport network. Marginally more than it sounds.

TRAP RUNNER

SCE, Sony - PSX/PS - 160 - Shooting game
If you're after this deathbedded reflex fire-and-forget action, then look no further.

TRASH IT

SCE, Sony - PSX/PS - 160 - Platform puzzle game
It's an original sim, but sometimes there are few ways to kill it.

TUREASURES OF THE DEEP

SCE - PSX/PS - 250 - Action/adventure
Underwater scenes, mostly dry, involving and lots of aquatic life.

TRUE PINBALL

Sonie - PSX/PS - 150 - Pinball sim
A comprehensive simulation of the pinball experience with many modes.

TURMEL BI

Sonie - PSX/PS - 150 - Shoot 'em up
Underwater alien buster which fluctuates as much as it threatens.

TWISTED METAL

SCE - PSX/PS - 160 - Drivin' sim
A fast-paced, unpredictable and violent race, full of twists, turns and lots of gore.

TWISTED METAL 2

SCE - PSX/PS - 160 - Drivin' sim
A variation goes off, shifted with dozen and driving, addictive action.

**UEFA CHAMPIONS LEAGUE**

Sonie - PSX/PS - 150 - Football sim
The official UEFA Champions League game, with more than 200 clubs.

UEFA STRIKER

SCE - PSX/PS - 160 - Football sim
A bit of a struggle though, but a few new moves, like the 'kick and turn'.

UL JAMMER LAVIN'

Sonie - PSX/PS - 160 - Racing game
A seriously interesting variation. Where else are you going to get a flying piggy or a rhinoceros?

UNHOLY WAR

SCE - PSX/PS - 160 - Shoot 'em up
A seriously interesting variation. Where else are you going to get a flying piggy or a rhinoceros?

V**VANDAL-HEARTS**

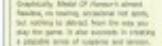
SCE - PSX/PS - 160 - RPG
A varied blend of style, atmosphere and graphics. It's a bit slow, though.

**ADVENTURE OF THE MONTH**

Sonie - PSX/PS - 160 - Adventure game
An interesting and unconvincing story, which is more forgettable than real.

VIS
TNG - PSX/PS - 720 - Shoot 'em up
This is a game that's sufficiently different to be worth the asking price.

V2000
Grolier - PSX/PS - 160 - Shoot 'em up
Not recommended for the inexperienced or casual gamer. Otherwise, it's not bad.



W
Redstar - PSX/PS - 160 - Adventure game
An interesting and unconvincing story, which is more forgettable than real.

WARGAMES DEFI 1
Sonie - PSX/PS - 160 - Shoot 'em up
Understated, but there's plenty of mission and dual scenarios.

WARGAMES DEFI 2
Sonie - PSX/PS - 160 - Shoot 'em up
Little more than a template of different alien species and their weapons.

WARTHAMMER
Sonie - PSX/PS - 160 - Shoot 'em up
A horrific, gory combination of a war sim and a God game.

WALL-BEACH VOLLEY HEROES

Sonie - PSX/PS - 160 - Arcade/basketball sim
If you're after this deathbedded reflex fire-and-forget action, then look no further.

WANNAHAWK

Sonie - PSX/PS - 160 - Historical adventure
Historical scenes, mostly dry, involving and lots of aquatic life.

WANNAHAWK 2

Sonie - PSX/PS - 160 - Historical adventure
At this year's event, look up to them for plenty of non-stop challenges.

WANNAHAWK 3

Sonie - PSX/PS - 160 - Shoot 'em up
Understated and repetitive, but involving.

WANNAHAWK 4

Sonie - PSX/PS - 160 - Shoot 'em up
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WANNAHAWK 5

Sonie - PSX/PS - 160 - Shoot 'em up
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WANNAHAWK 67

Sonie - PSX/PS - 160 - Shoot 'em up
Understated and repetitive, but involving.

WANNAHAWK 68

Sonie - PSX/PS - 160 - Shoot 'em up



PlayStation Magazine's Retail Directory



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1600+ CDS - a day on the machines using the most comprehensive guide available. The 4th Edition of the Insider's Guide to the Fruit-Machine is now available. It contains over 1000 new titles and 1000 more titles than the last edition. It includes over 1000 new titles and rigs plus 200+ bonus titles.

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Mar '00 #50

Next Month

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REVIEWS, IT'S THE BIGGEST,
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NEW NAME, SAME AIM.**

WIN! TASTY WU-TANG TREATS



In a supreme act of generosity, Activision are giving away hip-hop masters Tim Westwood's decks to celebrate the release of Wu-Tang: Taste The Pain. One lucky reader will receive the following decks as actually used on the record: Taste The Pain tour:

- PMC-085 Avant II Vestax Rionic mixing controller
- 2 x PDX-02 Professional direct drive turntables
- Plus a set of limited edition Wu-Tang Joypads.

Another 50 winners-up will each receive Wu-Tang Joypads. To stand a chance of winning, send your answer to the question below or a postcard to the 'Wu-Tang Comp' S/S at the usual address. And that question is...

Q. How many people are there in the Wu-Tang Clan?

• Activision's Wu-Tang! Decks. The crew encompasses all. Nine - Shaiq, RZA - Clan leaders and leaders of excessive violence. Thanks to Insane Records in New York for the decks!



 Vestax

NONE MORE NOIR

In honour of GT's *Discworld Noir*, we've got five signed copies of Terry Pratchett's *The Fifth Elephant*. Send your answer on a postcard marked 'Noir Comp 55' to the usual address.

Q What kind of animal is the librarian in the Discworld books? Is it...

- a) A dolphin?
- b) An orang-utan?
- c) Some gobble-type thing?

2 What fifth element is currently up in an effervescent mood?



FEEL THE BUZZ

With the release of the game and the film looming close, Toy Story mania is about to explode anew. Let's just throw fuel on the fire by giving away a bundle of the very cool indeed action figures. We've got 50 of the blighters to get rid of, including Woody, Buzz, Zurg, Bullseye and Jessie. Own them only by sending in your answer to the following on a postcard marked 'Toy Story 2 Comp 55' to the usual address.

Q Which famous actor is the voice of *Woody*?

Toy Story 2: The Game features all your favorite Toy Story characters as well as G-Man from the first film. It can be found leaning against store shelves right about now.



UP, UP AND AWAY

Infogrames are so shuffed about the launch of *Eagle One: Karmir Attack*, that they've showered us with goody bags filled with Global Eyewear shades, shirts, crash survival capsules and more. Answers on a postcard marked 'Eagle One Comp 55' to the usual address.



Q What kind of aircraft feature in the game?

3 Check out this month's disc for a plausible date of *Crash Bandicoot: Karmir Attack*.

A DAY IN THE LIFE

Infogrames have also packed a fantastic Scuderi set into our grubby little paws this month. It's a Le Mans car in keeping with their *Le Mans 24 Hours* game which will test any PlayStation owner to the caffeine-enhanced limits. To bag this electric circuit, simply send your answer to the following on a postcard marked 'Le Mans Comp 55' to the usual address.



Q In what country does the Le Mans race take place?

35 *Le Mans 24 Hours* is available now and can be literally played for 24 hours. Review results?

Finally, your chance to use that PlayStation brain knowledge. To win £200 worth of goodies from the lovely Hasbro, send your answer to 'PSM Crossword 55' at the usual address. First correct answer wins!



PlayStation Magazine CROSSWORD

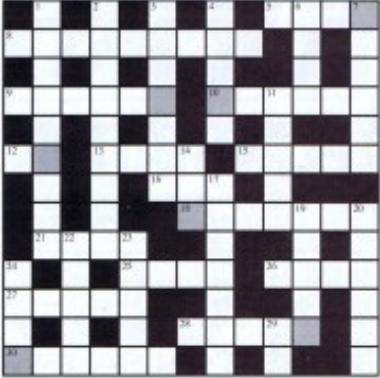
CLUES ACROSS

- 5 Journey taken by a Rogue driver blaster (14)
- 6 PSX release starring that eagle-eyed daily dog (6,31)
- 9 Glamorous French Riviera setting for the Grand Prix game (16)
- 10 Capital location of the dead Thark Auton (6)
- 12 A quick hello to the Octane WhoCheat crew (12)
- 13 ... over... Cover Clicks, preloaded playware (10)
- 15 Fish bunting to Need for Speed's Roar! (10)
- 16 An attack of rodent-catching insanity (13)
- 18 ... & Conquer, top war strategy that puts you in control (7)
- 21 Musical piece being belted once again in *The Last Airbender* (6)
- 25 ... Novel 2, explosive combat puzzler? (4)
- 26 ... Feedback, average font size (10)
- 27 Extracurricular verse central to the battle 'Toothless' trilogy (5)
- 28 Metal Gear Solid hero and possible future movie star? (13)
- 30 Lane dividers footballer in danger? (4), amagi?

After completing the crossword, encourage the letters from the seven shaded squares to spell out the prior word - the name of a historic object. Hint: up

CLUES DOWN

- 1 New adventure game that will reward after dark (4,5)
- 2 The ultimate die of reckoning for this classic dossier sequel (5,10)
- 3 World Championship kart-pushing sport - an upcoming PSX title (1)
- 4 ... Over, Karmir Attack, bird featured in a forthcoming flight sim? (5)
- 5 Highway leading to Need for Speed's Roar! Challenge (14)
- 7 Royal blower endorsing Asuras Boxing? (16)
- 11 The sheet 'em up, do it! (15)
- 14 Hasbro's hyped-up 20-year-old power piloting title (13)
- 17 Karting around in TDCRA-type cars (7)
- 19 Steel Dr... , respectable fighter (15)
- 20 Moisture like spray linked to Japan's highly-decorated RPG Queen (11,16)
- 22 The last Greek letter used in a shoot-'em up, *Aesop* (5)
- 23 Got on a train carrying a Coal/miner-surfing plank of wood (15)
- 24 Why... ; Taste The Pain, only four-person fighter (16)
- 29 Victory achieved by the means of boxing, in short (13)



COMPILED FOR OFFICIAL UK PLAYSTATION MAGAZINE BY ALFRED LINDEN

CHRISTMAS WINNERS

Boarding off with Body 3D in tow, Barker here again. Drawing for 20 Infogrames' UK Country of Adventure is Miss L. Barker from Lancashire. Ann Whelan from Stockport will have a bit of fun next, Karmir Attack is heading West to Yorkshire. Carl from West Yorks, Shropshire, Wiltshire, Derbyshire and the Isle of Wight, who cracked the PSM competition in Dec 1999, is third from Preston. Winners of the Infogrames and other PSM comps will halo through the post.



COMPETITION ADDRESS:
PSM, Future Publishing,
30 Monmouth Street,
Bath, BA1 2BW

THOSE COMPETITION RULES

No purchase necessary. The writer's decision is final. No correspondence will be entered into. Multiple entries will be ignored. All employees of Future Publishing or competition companies are reader and where in no cash alternative. Closing date is 31/12/2000. All usual competition rules apply. PMSM © 2000. Honestly, it's murder here.

AND FINALLY...

My Development Hell

THE PLOT THICKENS EVEN MORE WITH POWER DOG FOOD, DUBIOUS DEMOS AND A MARKETABLE IDEA...

Fello and welcome – NOT the same thing! – to Part The Fourth of my ever-insightful peek into the microscope of videogame design. This month? The dog moves! And so do I...

Tuesday, 7 December

Great news! I've picked myself up from my temporary sleeping bag home (next to the office water cooler) and moved into a bedsit in West London. Barnes, to be exact. It's a bit small, but generally pretty decent. There's actually a really good 24-hour shop nearby which sells Rot Noodles – the staple diet of a semi-insomniac videogame producer! Anyway, you don't want to hear about my life. Do you? Let me know if you do. Usual address.

Wednesday, 8 December AM

On my way into work, I was reviewing some of your comments about The Game so far. In fact, I mustn't have made it clear that I wanted your comments, because I only got one! From Alex in Liverpool. He suggested

the name Lothar's Dog Days, which is quite good, but sounds to me more like a future sequel in which Lothar goes off on a separate adventure or something. At the moment, I'm leaning more towards Lothar Wonderdog! With the exclamation mark, of course.

Wednesday, 8 December PM

The programming team call a meeting to show everyone a working 'technical' demo of Lothar's 'look and movement'. But, I have to say, it's all wrong. The main problem is he's on all fours! I try to explain that he should be more anthropomorphic, but only producer Phil knows what it means. "You mean like Crash Bandicoot?" says graphics guy Keith. I say not really, just that, y'know, he has to be on two legs. If you're to think of him as a sort of hard-boiled American GI or something, Hank looks all round. The drawing board beckons. One good thing, however, is Keith's designs for Lothar's various types of Power Dog Food. Spleen & Tomato makes him bigger and able to move heavy objects. Bladder & Cheese makes

him small and able to fit into tiny places, and Offal Delux turns him into Ultra-Lothar, who is invincible for a short time. I say we need at least five more.

Thursday, 9 December

Today, I'm dismayed to learn, the design team have been working on a technical demo for Hairball The Cat (the previously rejected character). No-one can tell me why, but then producer Phil calls me in for a chat. The ladies and gents, is the standard shorthand to say that things aren't going too well. Phil says that my "input" has been far from ideal and that, in the absence of my inspiration, everyone has decided that the game should feature both characters – Lothar and Hairball. I'm a bit put out, but then something magical happens! I come up with a class innovation: what if the game could incorporate two players – on one PlayStation – at the same time, each controlling a separate character?

Text: Nick Ellis
Illustration: Stuart Harrison



Think of something. I say like a cross between Final Fight and, say, Tomb Raider. A combination of puzzle-solving and arcade action! Each character has his own power-foods and the two must cooperate to progress. Phil loves it. He says it's original and extremely marketable – something about an ideal male-female combination. Progress! ■

NEXT MONTH: Demos, level design, a new character, cigar sponsorship, and a surprise resignation! Gulp!

NEXT MONTH

PLAYSTATION 2000

TIME TO GET VERY EXCITED INDEED AS WE RAMP UP OUR PS2 COVERAGE
WITH EXCLUSIVE INSIDER INFO OF SONY'S PLANS FOR THE NEW CONSOLE...



PLUS! TOCA: World Touring Cars – world exclusive preview! • Fear Effect: The new Dragon's Lair or the future of games? • Driver 2 – the latest, newest • Those bonkers Japanese peripherals • Video footage of Medieval 2 • Die Hard Trilogy 2 review • Playable Le Mans 24 Hours demo • And loads more!

ISSUE 56 ON SALE WEDNESDAY 23 FEBRUARY

Watch found in launderette

All-Night-Bright Launderette, Notting Hill Gate

What was that glow under the spin dryer? Your Lorus Fusion with Vividigi display? Looks like it was suds resistant as well as water resistant. Left by man in chauffeur's uniform and woman in tiara who stripped and washed their clothes last Saturday at 2am Call Beryl on (01628) 410 371



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